

Name: Waterhazard

One-line Introduction: Waterhazard is the Omnitrix's DNA sample of an Orishan from the planet Kiusana in the Andromeda Galaxy.

Appearance: Waterhazard appears as a red mollusk-like alien with green eyes and a grey mouth that does not move when he speaks. Behind his legs and on the top of his arms are small, grey spikes. He has black spots on his shoulders and legs. His hands have portholes, which he uses to shoot water. Waterhazard has four fingers with claws and a grey spike on each of his feet. His lower torso is grey with two spikes on the side. In **Omniverse**, Waterhazard has four slitted eyes and eye-like patterns on his chest with crab-like features on his stomach which appear to be crab legs forming a ribcage. He has fewer black spots than before. His mouth has a line running through it, and his hood looks rougher, bigger, and more hexagonal. Barnacle-like portholes are present on his shoulders, arms, legs, and hands, from which he shoots water. Instead of circular shoulders, he has shoulder pad-like armor above his arm with fewer black markings. He also has three spikes on the back of his legs and cracks on his arms and shoulders. The red sections near his face are shorter and connect to his head with silver wire-like sections. His fingers are sharper and resemble dactyls. He is taller and thinner, and his legs are thinner. His overall armor is a darker shade of red, seemingly maroon, and his grey parts are more violet. Waterhazard wears the Ultimatrix/Omnitrix symbol on his chest.

History: In **Ultimate Alien**, Waterhazard's DNA was sampled and put in the Codon Stream when the Ultimatrix scanned Bivalvan's DNA. He first appeared in **Too Hot to Handle**, where he pretended to be Bivalvan in a failed attempt to convince P'Andor to go home. He was then defeated by P'Andor, prompting Waterhazard to switch into Big Chill. In **Hero Time**, Waterhazard defeated Overlord. In **Revenge of the Swarm**, Waterhazard briefly battled a Dr. Victor Valadis clone until it escaped. In **Double or Nothing**, Waterhazard defeated Swamps but was defeated and frozen by Fridge, so he switched into NRG. In **Night of the Living Nightmare**, Waterhazard was seen confronting Albedo in a dream. In **Omniverse**, Waterhazard battled Buglizard with Rook's help in **The More Things Change: Part 2**. In **Hot Stretch**, Waterhazard cooled off Ester and her friends. In **Tummy Trouble**, Waterhazard sprayed General Attea off the Proto-TRUK. In **The Frogs of War: Part 1**, Waterhazard "accidentally" incapacitated Will Harangue, put out a fire accidentally caused by NRG, and fought some Incurseans before the Omnitrix's randomizer function switched him into Astroblast. In **The Ultimate Heist**, Waterhazard failed to stop Negative Goop from getting the Polymorphic Crystal. In **Return to Forever**, Waterhazard tried to break out of a force field but was reverted by the Forever Knights' DNA scanner. In **For a Few Brains More**, Waterhazard defeated Ultimate Panuncian. In **Bengeance is Mine**, Waterhazard fought Sir Morton and the Forever Knights until Pakmar's shop got flooded. In **Rook Tales**, Waterhazard was defeated by Kundo. In **A New Dawn**, Waterhazard appeared for a short time when Ben was cycling through his aliens. In **Never a Dull Moment**, Waterhazard fought Charmcaster's minions. In the second issue of **Ben 10**, Waterhazard saved people from the flooding boat.

Weaknesses: Waterhazard is vulnerable to intense heat, such as that generated by a Prypiatosian-B. He is also vulnerable to electricity, as demonstrated by Bivalvan.

Powers and Abilities: Waterhazard has the power of hydrokinesis, meaning he can control and manipulate all sources of ambient water, including normal Earth water. He has also used hydrokinesis to create water whips and to cushion falls. Orishan are adept at extracting hydrogen and oxygen from the air and creating water out of it, which allows Waterhazard to keep a steady supply of water in his body. This grants Waterhazard the ability to launch pressurized blasts of water through the portholes in his hands, which can be used to smash through walls, move large objects, and blast away enemies. Waterhazard can use these same portholes to absorb water and moisture from the air. Waterhazard can jump exceptionally high and use his water blasts to propel himself into the air. He is extremely durable, being able to withstand crashing into a wall seemingly painlessly due to his tough, armored exoskeleton. Waterhazard has enhanced strength, enough to throw Buglizard into a nearby wall and punch craters into a concrete floor. Waterhazard's species is very clever and adept with technology, which allows him to build and repair complex machines.

Waterhazard can breathe underwater and withstand radiation. He has a retractable visor hidden under his hood, and his hood is also retractable.

Personality: Not mentioned.