

Name: Ultimate Big Chill

One-line Introduction: Ultimate Big Chill is the Ultimatrix's artificially evolved DNA sample of a Necrofriggian.

Appearance: Ultimate Big Chill looks mostly the same as his regular form in Alien Force and Ultimate Alien except his skin is recolored red. His wings and antennae have a flame design, and he has crests over his eyes with the same design. Similar to Big Chill, Ultimate Big Chill can make his wings and antennae fold into a cloak. Ultimate Big Chill wears the evolved Ultimatrix symbol on his chest.

History: Ultimate Big Chill first appeared in Hit 'Em Where They Live, where he defeated Vulkanus and his minions. In Escape From Aggregor, Ultimate Big Chill battled Galapagus. In Ultimate Aggregor, Ultimate Big Chill defended himself from some fans. In Deep, Ultimate Big Chill chased Ultimate Aggregor and defeated some Pisciss Volann guards before switching into Goop to save Pisciss. In Viktor: The Spoils, Ultimate Big Chill fought and froze some Zarkovian soldiers and was later defeated by the undead Dr. Viktor. In Greetings From Techadon, Ultimate Big Chill battled a Techadon Robot before switching into Echo Echo. In The Flame Keepers' Circle, Ultimate Big Chill defeated some Esoterica. In Ben 10 on Ice, Ultimate Big Chill battled Aggregor. In Tabloid Trouble, Ultimate Big Chill failed to save Julie. In Beauty and the Ben, Ultimate Big Chill defeated SevenSeven. In Give & Get, Ultimate Big Chill defeated Overlord. In Remote Control, Ultimate Big Chill defeated Sir Driscoll. In Jail Break, Ultimate Big Chill defeated Gontu and chased after Sool. In Never a Dull Moment, Ultimate Big Chill defeated Charmcaster and her minions. In Flag, Ultimate Big Chill defeated Amalgam. In Christmas Clown, Ultimate Big Chill caught Zombozo but was defeated when Zombozo electrocuted him with a joy buzzer. Ultimate Big Chill is a playable alien in the game Ben 10 Ultimate Alien: Cosmic Destruction. Ultimate Big Chill is a playable Exosuit of the Banzai Squadron on Project Exonaut. His Weapon Mod enhances the Tridex's firing rate and accuracy. He is available for purchase at level 10 for 750 coins.

Weaknesses: Like his base form, Ultimate Big Chill is vulnerable to electricity, such as that generated by a Transylvian.

Powers and Abilities: Ultimate Big Chill is capable of breathing "ice flames", which he describes as "fire so cold it burns". These flames are plasma beams that consume the heat of whatever they touch. Ultimate Big Chill can also shoot said ice flames from his hands. Ultimate Big Chill's breath and beams are both stronger and colder than his devolved form, capable of instantly turning the air around him and his enemies into solid ice. Ultimate Big Chill can also use his ice flames to make ice constructs, which also make his surroundings extremely cold and cause snowfall. Additionally, Ultimate Big Chill can create vortexes of his ice flames by generating an ice flame trail and quickly flying around his opponent. Ultimate Big Chill retains his devolved form's abilities of fast flight and intangibility. He can also turn fully invisible. Ultimate Big Chill can cause opponents and objects to freeze by phasing through them if he chooses to. Ultimate Big Chill has enhanced strength and is durable enough to survive getting smacked by a To'kustar, as demonstrated by Sentient Ultimate Big Chill. Like Big Chill, Ultimate Big Chill can also survive underwater. His abilities include Plasmokinesis, Ice Flame Breath, Heat Absorption (via Ice Flames), Ice Constructs (via Heat Absorption), Snowstorm Generation (via Heat Absorption), Freezing Breath, Ice Fire Vortex Generation, Intangibility, Cryo-Phasing, Flight, Foldable Wings, Enhanced Strength, Enhanced Durability, Enhanced Speed (via Flight), Enhanced Reflexes, and Underwater Survivability.

Personality: Not mentioned.