

Name: Big Chill

One-line Introduction: Big Chill is the Omnitrix's DNA sample of a Necrofriggian from the planet Kylmyys.

Appearance: Big Chill is a humanoid, moth-like alien. His four wings and two antennae-like wing folds can fold up into a poncho-esque robe with a hood, giving him the appearance of a phantom. He has a black body with blue patching on his slender chest, and running along his legs and arms, the latter reaching up to the back of his neck. He has cyan patches that resemble ice chunks on his legs and arms. Thick black lines border the back end of each wing, which also contain three cyan patches of their own. Big Chill's face is blue but has harsh black lines surrounding his eyes and mouth, which all meet at the center of his face. He also has a black marking on his head that extends over his scalp, forcing the remaining blue parts of his forehead into a Y-shape. His eyes are bright green, with small darker spots inside. His mouth is a frown showing four bluish-white teeth, which rarely moves, even when speaking. He has three pointed fingers and a thumb on each hand, and three toes on each foot: two in front and one behind. In Alien Force and Ultimate Alien, Big Chill wore the original Omnitrix/Ulmatrix symbol on his chest. In Alien Swarm, Big Chill had more of a greyish color scheme and his mouth moved when he talked. In Heroes United, Big Chill had a paler color scheme, and the cyan patches on his body were not symmetrical. In Omniverse, Big Chill has a much more muscular build with a larger chest and is more hunched over. On his face, there are additional blue brows surrounding his eyes; his chin juts out more and has a blue stripe; and his mouth is wider, now showing six teeth. Blue now covers most of his chest, although long black hair now drapes over top of it. He has bigger claws and wings, the latter of which now are less moth-like and more shaped like a bat's. His rib lines are less pronounced, but still visible, as well as there being an extra line running down his abdomen. When his wings are folded, his hood is larger, and the robe goes down to his ankles instead of his knees. 16-year-old Big Chill wears a green belt with a white stripe with the Omnitrix symbol on his waist. 15-year-old Big Chill lacks the belt and wears the Omnitrix symbol on his chest to reflect his original appearance.

History: Big Chill first appeared in \*Kevin's Big Score\*, where he failed to stop Kevin from escaping in the Rustbucket 2 and later defeated Vulkanus. In \*Max Out\*, Big Chill battled some DNAliens. In \*Plumbers' Helpers\*, Big Chill put out a fire and saved Gwen from falling to her death. In \*Alone Together\*, Big Chill tried to cool down Reinrassig III and defeated a Dravec with his help. In \*Good Copy, Bad Copy\*, Big Chill appeared thrice. Firstly, Negative Big Chill fought some Forever Knights and was found by Gwen and Kevin. Later, Ben as Big Chill followed Gwen and Kevin and found them with Albedo. Lastly, Negative Big Chill battled Swampfire and was defeated by Brainstorm, forcing him to switch into Negative Echo Echo. In \*Save the Last Dance\*, Big Chill was taken over by his reproduction instincts thrice. In \*Birds of a Feather\*, Big Chill froze a door to help Simian break it and encountered Lu. When Lu was thrown off the bridge by Simian, Big Chill switched into Jetray to save him. In \*Voided\*, Big Chill defeated D'Void by freezing his drilling machine. In \*Special Delivery\*, Big Chill defeated a DNAlien, but accidentally froze Mr. Baumann's car at the same time. In \*Ben 10: Alien Swarm\*, Big Chill battled a swarm of Microchips. In \*Vengeance of Vilgax: Part 2\*, Big Chill was defeated by Vilgax, so he switched into Humungousaur. In \*Inferno\*, Big Chill captured Mouldywarp. In \*Fool's Gold\*, Big Chill battled primal Decka before switching into Echo Echo. In \*Singlehanded\*, Big Chill, with no left hand, briefly fought some Vulpimancers in the Null Void before switching into Swampfire. In \*Trade-Off!\*, Big Chill defeated some Forever Knights. In \*Above and Beyond\*, Big Chill fought Alan, but was soon forced to retreat when the rest of the Plumbers' Helpers came to help Alan. In \*The Final Battle: Part 1\*, Big Chill defeated Kraab before switching into Jetray to destroy some asteroids. In \*Duped\*, Big Chill was used by Film Fan Ben to fight Sir Urien, but was defeated. In \*Hit 'Em Where They Live\*, Big Chill battled some Pickaxe Aliens before going Ultimate. In \*Video Games\*, Big Chill was scanned by Oliver Thompson for the Stalker off-screen. Later, he failed to defeat the Stalker, so he switched into Lodestar. In \*Escape From Aggregor\*, Big Chill fought Galapagus before going Ultimate. In \*Too Hot to Handle\*, Big Chill battled P'Andor before switching into Cannonbolt. In \*Ultimate Aggregor\*, Big Chill went Ultimate to stop a group of fans from harassing him. In \*Map of Infinity\*, Big Chill tried to negotiate with some white Necrofriggian guards, but ended up having to fight them when he mentioned that he and the team had to "grab" an artifact from the Mikd'lty temple. Big Chill was then

defeated by the guards, forcing him to switch into Echo Echo. In "Deep", Big Chill chased Ultimate Aggregor before going Ultimate. In "Absolute Power: Part 2", Big Chill battled Ultimate Kevin. In "Viktor: The Spoils", Big Chill snuck through a security grid, fought some Zarcovian soldiers and tried to keep Dr. Viktor frozen before going Ultimate. In "It's Not Easy Being Gwen", Big Chill briefly battled Dr. Animo and his mutant frog. In "Prisoner Number 775 is Missing", Big Chill searched through an alien prison in Area 51. In "Greetings From Techadon", Big Chill failed to get into the Techadon Factory. He then fought a silver Techadon Robot before going Ultimate. In "The Flame Keepers' Circle", Big Chill battled the Flame Keepers before going Ultimate. In "The Mother of All Vreedles", Big Chill was defeated by Ma Vreadle. In "Ben 10/Generator Rex: Heroes United", Big Chill appeared thrice. In "The Eggman Cometh", Big Chill defeated some pterodactyls. In "Night of the Living Nightmare", Negative Big Chill failed to defeat Ben before switching into Negative NRG in a dream. In "Of Predators and Prey: Part 2", Big Chill defeated Khyber before escaping the latter's ship with Rook. In "Malefactor", Big Chill fought Hypnotick before reverting back to avoid her hypnotism. In "Showdown: Part 1", Big Chill escaped Terroranchula's web and defeated Zed, but was hypnotized by Hypnotick thrice. In "Tummy Trouble", Big Chill battled an Incursean in space. In "Ben Again", Big Chill was used by 11-year-old Ben in 16-year-old Ben's body to find the Chrononavigator. In "The Frogs of War: Part 1", Big Chill froze Milleous. In "The Ultimate Heist", Big Chill appeared thrice. In "Something Zombozo This Way Comes", Big Chill froze some of the Zombie Clowns in place. In "Let's Do the Time War Again", Big Chill defeated Exo-Skull and Subdora. In "A New Dawn", Big Chill appeared for a short time when Ben was cycling through his aliens.

**Weaknesses:** Being a Necrofriggian, Big Chill is vulnerable to being hypnotized by a Psycholeopterran. His ice breath is also useless against Psycholeopterrans. Some objects are capable of touching Big Chill while he's intangible, those being: The Rustbucket 2's netting, the Shield of Seagle, the Techadon Factory's defense systems, and the Plumber Headquarters' prison cell door. Big Chill's intangibility is useless against opponents who can also turn intangible, such as other Necrofriggians, as it will cancel out their ability to phase through them. Although Big Chill is resistant to intense heat, he can be harmed by fire. Big Chill can be harmed by electricity. Big Chill is vulnerable to intense sonic vibrations while intangible, such as those of an Evolved Sonorosian's Sonic Discs.

**Powers and Abilities:** Big Chill has the power of cryokinesis, meaning that he can create and influence the direction and form of the ice that grows from his breath and palms with extreme precision. This allows him to create simultaneous ice constructs that bend and weave through the air before solidifying. At his peak capacity, Big Chill was able to completely freeze D'Void's power generator and cause it to crumble apart. Big Chill is capable of breathing a wind or beam that can reduce the temperature surrounding it to just this side of absolute zero, turn to ice constructs either mid-air or upon touching a target, or encase a target completely in ice. His breath can also be used as a strong gust of wind without freezing anything, capable of pushing the Rustbucket 2 off a cliff. Big Chill can freeze strong adhesives using his ice breath and make them brittle. Big Chill is capable of firing freeze rays from his hands. He can also freeze objects and surfaces just by touching them. Big Chill can become intangible and pass through solid matter. He can even cause opponents and objects to freeze by phasing through them if he chooses to. He can also turn himself partially invisible by becoming intangible. Big Chill can fly at high speeds with his wings, being able to even outspeed Rex Salazar using his Boogie Pack. Big Chill is also able to levitate. Big Chill can also fold up his wings into a hooded robe. Big Chill possesses sharp claws, which were able to tear through Thirteen's suit to remove one of his devices. Big Chill has enhanced strength, as seen when he was on a metal-eating spree, where he effortlessly ripped apart a large metal statue and snapped iron girders in half. He can also carry a Revonnahgander and a Prypiatosian-B Containment Suit while keeping steady flight. Big Chill's strength extends to his feet, which are prehensile, as Freeze-Ghost could carry an Opticoid while flying. Big Chill is rather durable, as he was able to take a laser blast to the back from Kraab and only be slightly fazed. Big Chill is quite agile, as he is capable of dodging attacks while flying, as well avoiding laser attacks from afar, as demonstrated by Freeze-Ghost. Big Chill can survive underwater, as well as in the vacuum of space. Big Chill can withstand radiation, such as that generated by a Prypiatosian-B. Big Chill is resistant to extreme temperatures, both hot and cold. As such, he can drink molten steel and keep it

hot without suffering severe internal damage. Big Chill has a powerful jaw capable of chewing up and devouring metal statues, poles, buildings, signs, iron girders, and serving trays. Big Chill can generate snow. Big Chill can also spit out ice shards, as demonstrated by the Necrofriggians on Mikd'lty.

**Personality:** In a similar yet noticeably different vein to Ghostfreak, Big Chill temporarily develops a unique motherly instinct during his species' breeding season (which occurs once every 80 or so years), that is so overwhelmingly powerful that it can be thought of as an additional personality. This personality compels Big Chill to first lay eggs, and then spend the next few days collecting any metal he can find (through eating and regurgitating) in order to build a metal nest to house them. He is menacing and violent towards anyone who approaches the nest or impedes with his metal collecting. Despite his ferocity, he is still capable of speech, and showed a sensibility comparable to Ben's. He even still shouted "Big Chill" whenever transforming. This personality is so strong that it also affects Ben outside of being transformed, giving him food cravings and possessing him to turn into Big Chill more often. All the while, Ben is completely unconscious for what he does as Big Chill.