

Name: Wildmutt

One-line Introduction: Wildmutt is the Omnitrix's DNA sample of a Vulpimancer from the planet Vulpin.

Appearance: Wildmutt is a large, orange, dog-like creature with no eyes, ears, nose, or tail. He stands on all fours and his movements are somewhat apelike. His teeth are very defined, and his bottom jaw sticks out. The spines across his body function like whiskers for tactile sensing. In the Original Series, Wildmutt wore a black-and-white brace with the original Omnitrix symbol on his left shoulder. In Omniverse, 16-year-old Wildmutt wears a green and white collar with the Omnitrix symbol. Ben 10,000's Wildmutt was larger, had brown stripes instead of quills, a feline appearance with a tail, and wore the Omnitrix symbol on his forehead. Carl's Wildmutt looks the same as Ben's in Destroy All Aliens, except he lacked the Omnitrix symbol.

History: Wildmutt first appeared in "And Then There Were 10," defeating one of Vilgax's Mecha-droids. He has since been used in various situations, including battles, searches, and accidental transformations. Key events include negotiating with Vulpimancers in "Truth," being used by Kevin to terrorize Tallahassee in "Framed," and appearing in various timelines and alternate dimensions. In "Side Effects," Wildmutt's cold impaired his abilities. He appeared in the Race Against Time timeline, and in the Ultimate Alien series, he briefly appeared when King Xarion was searching through the Ultimatrix for Ampfibian. In Omniverse, Wildmutt fought Buglizard and tested dog whistles, among other activities.

Weaknesses: Wildmutt cannot communicate verbally, only growling and snarling, which can make understanding him difficult. His hearing range is sensitive to high-frequency noises and strong smells, which can overwhelm him. It is implied he is vulnerable to fire. When he has a cold, his nostrils get blocked, rendering him unable to smell and essentially "blind."

Powers and Abilities: Wildmutt possesses superhuman athletic ability and heightened senses of smell, hearing, and taste. His sense of smell acts as a 360 "radar," making it hard to sneak up on him. He can track people or objects by scent, identify invisible entities or disguises, and even tell how old someone is by smelling them. He has sharp teeth and a strong bite force, capable of ripping wires and pieces out of various objects and beings. Wildmutt possesses sharp claws that can slash through materials, help him scale surfaces, and dig through stone. He has enhanced strength, durability, reflexes, speed, and agility. He can survive in hazardous, sub-zero environments. He is capable of standing on his hind legs, and his front feet are prehensile. As an adult, he can fire quills from his back as projectiles.

Personality: Not mentioned.