

Name: Clockwork

One-line Introduction: Clockwork is the Omnitrix's DNA sample of a Chronosapien from an unknown planet, possessing control over time.

Appearance: Clockwork is a robot-like alien with golden metal skin and black stripes. A key is located on top of his head. His face has a blank expression. He has a transparent piece of green glass-like material on his chest, revealing the gears inside. In Omniverse, 16-year-old Clockwork has a larger body with holes on the key on his restructured head, and a black stripe on his back that splits into two stripes with a keyhole between them. The 11-year-old version in Omniverse has a thinner and rounder head, a white and black shirt, a smiley face, and a circular piece of glass-like material similar to his original appearance. Clockwork wears the Ultimatrix/Omnitrix/original Omnitrix symbol on his chest.

History: Five years prior to Omniverse, 16-year-old Ben as 11-year-old Clockwork helped fix the time stream and defeat Eon. In Ultimate Alien, Clockwork was unlocked by Ben 10,000. Clockwork was first used by Ben off-screen prior to Inspector #13. Gwen turned into Clockwork during a car ride to the Techadon Factory in Inspector #13. In Catch a Falling Star, Clockwork disarmed Captain Nemesis but was defeated by Jennifer Nocturne. In The Eggman Cometh, Clockwork found out what happened in Natalie's kitchen and realized Dr. Animo was up to no good again. In The Beginning of the End, Clockwork found out where the Flame Keepers' Circle had gone. In Omniverse, Clockwork chased some Megawatts to Fistrick's lair until he grew too tired in A Jolt From the Past. In Many Happy Returns, Clockwork was defeated by Princess Looma. In Ben Again, 11-year-old Ben as 16-year-old Clockwork helped fix the time stream and defeat Eon. In Ben 10: Reboot, Clockwork defeated a Squid Monster by slowing down time. In And Then There Was Ben, No Watch Ben as Clockwork learned about his abilities from Ben 10,000. Later, No Watch Ben as Clockwork reversed the effects of the Chronosapien Time Bomb and sent Negative Ultimate Echo Echo, Mad Ben, Bad Buzzshock, Benzarro's Frankenstrike, Nega Ben, and Eon back to their respective timelines. In It's a Mad, Mad, Mad Ben World: Part 1, Clockwork defeated Mad Diamondhead before having his powers enhanced by Techno-Bubble. He then defeated Exo-Skull and Subdora but was defeated himself by Maltruant. In It's a Mad, Mad, Mad Ben World: Part 2, Clockwork fused with Techno-Bubble again in a failed attempt to leave Mad Ben's home dimension and return to their respective timelines. In A New Dawn, Clockwork appeared for a short time as Ben was cycling through his aliens. In the Ultimate Alien Future Timeline, Ultimate Ben used his time rays to send Eon into the past. Later, Ultimate Ben used Clockwork's time rays again in a failed attempt to destroy the Hands of Armageddon with the help of present-day Ben as Way Big.

Weaknesses: Clockwork has below average stamina. His time powers are completely useless in a place where there is no time at all. Clockwork's aging time rays are ineffective against anything diamond-related such as Petrosapiens, since they take millions or even billions of years to age. Clockwork can be temporarily disabled if he is exposed to a large electromagnetic pulse. The use of Clockwork's time powers creates a Sotobro effect, which is a ripple in the timestream that can be sensed or reversed by another Chronosapien. Clockwork's bulky body makes him relatively slower than other opponents and makes him an easy target for enemy attacks, as he admits that he "is not good for dodging". Similarly, because of his large body and short legs, Clockwork cannot run very fast and will tire out quickly. Unlike Maltruant, Clockwork is unable to travel through dimensions, even when he is upgraded by a Galvanic Mechamorph. Clockwork can be magnetized by a Biotsavartian. Clockwork can be affected by a Nemuina's sleeping dust. Unlike Maltruant, Clockwork does not have chronopathy, which grants him a fine-tuned sense of precise time and determines the exact time an event has taken or will take place and for how long.

Powers and Abilities: Clockwork possesses chronokinesis, giving him control over time itself. He can reduce time around him, making it appear he's moving extremely fast. Clockwork can speed up and reverse time and travel through time. Clockwork can fire time rays from his hands or chest, which have effects like sending people back in time, manipulating the age of a person or object, reversing the effects of a Chronosapien Time Bomb, sending people into a different timeline, and reverting them to a previous state while also immobilizing them. Clockwork possesses a degree of

enhanced strength and enhanced durability. Clockwork can rotate his head 360 degrees. By rotating the key on his head, he can create hologram-like projections of what happened in the past. Because he is a technological being, it is possible for a Galvanic Mechamorph to merge with Clockwork. Clockwork can still function if he loses some of his parts. Mechamorph enhancements grant Chronosapien Detection, Strength Enhancement, Enhanced Jumping, Enhanced Agility, Missile Launchers, Drill Manifestation/Enhanced Digging, and Speed Rotation.

Personality: Not mentioned.