

Name: Armodrillo

One-line Introduction: Armodrillo is the Omnitrix's DNA sample of a Talpaedan from the planet Poiana Luncas in the Andromeda Galaxy.

Appearance: Armodrillo is a yellow, ten-foot-tall alien with an armored, mechanical, robotic-like body. His head resembles a Greek Corinthian helmet with two ears. He has a gray tail and jackhammer parts on his elbows, wrists, and hands. Despite his mechanical appearance, these features are biological. He also has gray, partially translucent blood. In Omniverse, Armodrillo's ears are slightly longer, with gray bolts and black markings on his shoulders and a metal circle on his head. His face is restructured, his arm-drills are much larger, and his feet are yellow instead of gray. His fingers and tail have a small horizontal line design, and the black parts of his limbs, arms, upper arms, and thighs are more chain-like, with bulkier forearms and shoulders. Armodrillo wears the Ultimatrix/Omnitrix symbol on his chest. Negative Armodrillo, as Albedo's transformation in Omniverse, resembles Ben's Armodrillo, but his armor, eyes, and Ultimatrix symbol are red.

History: Armodrillo's DNA was sampled and put in the Codon Stream when the Ultimatrix scanned Andreas' DNA in Andreas' Fault. He first appeared in Hero Time, helping Captain Nemesis defeat Computron's minions. He also battled Forever Knights in Reflected Glory and Ultimate Kevin in ...Nor Iron Bars a Cage. In The Transmogrification of Eunice, he rushed to save Eunice from a perceived bear attack. In Revenge of the Swarm, he freed Julie and fought Dr. Victor Valadis clones, but was defeated by Elena. He battled victims of the Lucubra's mind control in The Creature From Beyond and scared a ticket clerk in Double or Nothing. He appeared in a dream in Night of the Living Nightmare. In Omniverse, he defeated Psyphon's henchmen in The More Things Change: Part 2 but failed to defeat Psyphon. He was defeated by Slamworm in Of Predators and Prey: Part 1 and battled Slamworm and Crabdozer in Of Predators and Prey: Part 2 and Malefactor. He failed to defeat Princess Looma in Rules of Engagement. As 11-year-old Ben in 16-year-old Ben's body in Ben Again, he found coordinates in Pakmar's Fine Teas. He battled Zombozo, Fistrick, and Trombipulor in Special Delivery and broke into Thirteen's warehouse in The Ultimate Heist. He tried to break out of a force field in Return to Forever. As Negative Armodrillo, he defeated Gravattack in For a Few Brains More. In And Then There Was Ben, No Watch Ben as Armodrillo caused a small earthquake. Skurd gave Humungousaur Armodrillo's arm to battle Khyber as Tyrannopede in Stuck on You, and Whampire Armodrillo's arm to battle Malgax in Malgax Attacks. He appeared briefly in A New Dawn. In the comics, he scared off Buzz, Surgeon, and Hammer in Tabloid Trouble, arm-wrestled the Gladiator in Paper Scissors Stone, and lost to the Aggrebots in Bait & Switch.

Weaknesses: Certain weapons can cause Armodrillo's nervous system to go out of control, making him unable to stop vibrating his arm. He is at a disadvantage against a Slammoid, as they can easily dig him out of the ground, their beak can puncture his flesh, and their acid projectiles can dissolve his armor. He is also vulnerable to electricity. Being hit by a quill from a member of Argit's species can render him unconscious. He can be suffocated if a large amount of matter covers and compresses his body.

Powers and Abilities: Armodrillo's power comes from biomechanical pneumatic pistons in his forearms, which he uses as biological jackhammers to rumble the earth, creating tremors, fissures, and earthquakes. He can vibrate his body to nullify impacts. He can retract his fingers into his hand sockets or morph his hands into spinning drills. He can effortlessly dig tunnels. Armodrillo is incredibly strong, able to lift a Mucilator, hold his own against Trombipulor, harm a Galilean, and destroy robots. He can generate shock waves from his strength. He can pump his pistons to enhance his punches and launch himself into the air. He possesses enhanced durability due to his armor and is immune to neuroshock blasts. Armodrillo is quite agile. He can generate a continuous shock wave by rapidly spinning his drills.

Personality: "Break it up, people. Better yet, let me break it up for you!" - Armodrillo to Psyphon's Gang.