Name: Frankenstrike

One-line Introduction: Frankenstrike is the Omnitrix's DNA sample of a Transylian from the planet Anur Transyl in the Anur System.

Appearance: Frankenstrike's appearance is similar to the classic depiction by Boris Karloff of Victor Frankenstein's monster. He resembles an approximately seven-foot-tall muscular human male, with four fingers on each hand and black hair with sideburns. Most of his skin is a dull, greyish yellow, with some areas having a different skin tone separated by scars and sutures. He wears metal gauntlets ending in fingerless gloves, metallic boots with grills, and dark, shiny pants with ribs in a V-shape. He has bolts resembling flathead screws all over his upper body and two large tower-shaped, conductor coil-like generators on his upper back. In the Original Series, Frankenstrike had a long mullet hairstyle with bangs, a lighter second skin tone, and different coloration for his gauntlets, conductors, pants, and bolts. In the Ultimate Alien intro, his skin had a more natural color, and the Ultimatrix symbol was on his chest. In Omniverse, his hair is shorter, with mutton chops-style sideburns, a more withered dark grey second skin tone, larger copper bolts, green conductors with white coils, and the Omnitrix symbol embedded in the flesh of his right pectoral. Benzarro's Frankenstrike looks identical to Ben Prime's Frankenstrike in Omniverse, except his skin is recolored to resemble Benzarro's and his eyes, conductors, bolts belt, sutures, and Zombitrix symbol are all colored purple.

History: Frankenstrike first appeared in *Be Afraid of the Dark* after the Omnitrix sampled Dr. Viktor's DNA. He battled Zs'Skayr and the Mummy on a space station, sending Dr. Viktor into a portal. He was locked by the Omnitrix's reconfiguration in *Ben 10 Returns: Part 1*. In *Ben 10,000 Returns*, Frankenstrike was re-unlocked by Ben 10,000. In *Max's Monster*, he fought Phil in Bellwood. In *Something Zombozo This Way Comes*, he fought Zombie Clowns and defeated the Circus Freaks. In *Cough It Up*, he defeated Kraab. In *The Color of Monkey*, he chased Rojo and fought a Techadon Robot. In the Original Future Timeline, Frankenstrike was used by Ben 10,000 to create an Omnitrix for his son. In Benzarro's Timeline, Benzarro as Frankenstrike chased No Watch Ben and battled Vomit Man and Gwen 10 as Wildvine. In the comics, Frankenstrike tried to get rid of the Shadow Monster in *What Lies Ben-eath*. In the game Galactic Champions, Frankenstrike is referred to as Transylian, and he is the final boss of the third tournament, the Transyl Tournament.

Weaknesses: Frankenstrike is unable to fit through small or tight spaces due to his large size and coils. His electricity can be absorbed through the generators on his shoulders. Transylians cannot conduct or absorb electricity from external sources. Frankenstrike can be controlled and hypnotized by Vladats via their Corrupturas. Frankenstrike can be scared by Toepick's species.

Powers and Abilities: Frankenstrike can produce and manipulate bio-electric discharges as powerful as bolts of lightning. He can enhance his blows with electricity, electrocute opponents, attach to metallic surfaces, power-up or overload machinery, create waves along flat surfaces, and focus electricity into energy beams. He possesses immense physical strength, able to punch through brick walls, sever a Techadon Robot's arm, carry an Appoplexian, tear apart steel, and lift a tank. He also has enhanced durability, withstanding plasma beams, bullets, and tank shells, and surviving being blasted by energy beams. He is highly resistant to high temperatures and can regenerate. Frankenstrike is quite fast and can survive in the vacuum of space. He has night vision and is resistant to strong winds. He can emit magnetism to attach to metal structures. Transylians possess technokinesis and can merge with technology, generating electricity to power machinery. Non-canonically, Frankenstrike can teleport short distances and create portals.

Personality: Not mentioned.