Name: Shocksquatch

One-line Introduction: Shocksquatch is the Omnitrix's DNA sample of a Gimlinopithecus from the planet Pattersonea.

Appearance: In *Heroes United*, Shocksquatch was portrayed as a thick, muscular yeti-like alien covered in white, gray, and blue fur with a reddish-pink face and pointed eyebrows. He had green eyes with black pupils and metallic gray circular bolts on the back of his hands and lower jaw. He also wore the Ultimatrix symbol on his chest. In *Omniverse*, Shocksquatch's appearance changed to a slimmer form with yellow and black fur. His fingers and toes were gray, and he had four fingers instead of five. He had two bolts on the side of his wrists instead of the back of his hands, green eyes with black pupils, and yellow lightning bolt-shaped horns. He wore a green and white belt with the Omnitrix symbol on it.

History: In *Ben 10/Generator Rex: Heroes United*, Shocksquatch was accidentally unlocked by Rex Salazar and later used by Ben against Alpha as Alpha-Arms before reverting. In *Omniverse*, Shocksquatch defeated Buglizard in *The More Things Change: Part 2*, and Sunder in *Have I Got a Deal for You*. He was defeated by Princess Looma in *Many Happy Returns*, and by Fistrick and his Muroid army in *Bros in Space*. In *T.G.I.S.*, he shocked a Chupacabra and battled Argost and Dr. Animo's army. He stopped the Orange Offenders in *Store 23*. In *The Ultimate Heist*, he defeated Negative Ultimate Echo Echo but was defeated by Negative Ultimate Spidermonkey. He chased after Phil in *Max's Monster*, and was defeated by Negative Ultimate Spidermonkey again in *A Fistful of Brains*. In *Fight at the Museum*, he was defeated by Exo-Skull. He battled Charmcaster in *Third Time's a Charm* but was teleported out of the library. In *The Final Countdown*, he fought and defeated Yetta off-screen. He was defeated by a Way Bad in *The Most Dangerous Game Show*. He made a brief appearance in *A New Dawn* during Ben's alien cycling. Shocksquatch is a playable character in the *Ben 10: Omniverse* and *Ben 10: Omniverse 2* video games, as well as the online game *Undertown Chase*.

Weaknesses: Shocksquatch's electrokinesis is useless against electricity-impermeable materials. He is helpless while insulated and unable to generate electricity when insulated. He can be harmed by external electricity and is weak against enemies who can drain electricity. Even though he can resist cosmic radiation, prolonged exposure can be lethal.

Powers and Abilities: Shocksquatch has the power of electrokinesis, which allows him to manipulate high-voltage electricity released from the bolts on his body or from his mouth. He can create localized electric fields or project beams of electricity. He can charge his body with static electricity and unleash a powerful electric shock. Shocksquatch can telekinetically move objects by covering them with his electricity. He can also generate an electric force field that can shoot beams of electricity. Shocksquatch possesses enhanced strength, durability, jumping, speed, and reflexes. He is immune to freezing climates and has limited radiation immunity. He can also breathe electricity and run on all fours.

Personality: Not mentioned.