

Name: Fasttrack

One-line Introduction: Fasttrack is the Omnitrix's DNA sample of a Citrakayah from the planet Chalybeas.

Appearance: Fasttrack is a feline-like alien with a black suit-like color scheme. His hands, legs, chest, and part of his head are colored blue. He has black mask-like fins around his green eyes, a triangle-shaped nose, a thunderbolt-like design down his chest, and a triangle one down his back. He also has spike-like blades on his arms and legs. As Ben, Fasttrack wears the Ultimatrix symbol on his chest. Albedo as Negative Fasttrack looks just like Ben's Fasttrack, but with red eyes and no Ultimatrix symbol.

History: Fasttrack first appeared and was unlocked off-screen in "Basic Training", where he saved Tack and Hulka from an explosion caused by a Nuclear Fusion Grenade. In "A Knight to Remember", Fasttrack disarmed the Forever Knights by taking all of their weapons away. In "Solitary Alignment", Fasttrack tried to take the Ascalon from Sir George but failed and was defeated, forcing Fasttrack to switch into Humungousaur. In "Enemy of My Frenemy", Fasttrack was tied to Gwen and Kevin (with manna) so they could escape from the Scrutins together, after which they met Ignaceous. In "The Eggman Cometh", Fasttrack trained with Kevin until Gwen stopped them. Later, Fasttrack failed to stop Dr. Animo's missile from destroying a weather balloon experiment. In "Couples Retreat", Fasttrack failed to catch Darkstar and stop him from going to the Door to Anywhere, then looked around for the stolen page from Gwen's spellbook before reverting. In "Night of the Living Nightmare", Fasttrack appeared twice in a dream. Firstly, Negative Fasttrack fled from Swampfire. Seconds later, Ben as Fasttrack chased Negative Fasttrack all the way to Mr. Smoothy. In "The Beginning of the End", Fasttrack defeated the Esoterica who were spying on him, Gwen, and Kevin.

Weaknesses: Opponents with good reflexes and reaction time can counter Fasttrack's speed and land a blow on him, as seen when Fasttrack ran straight into Sir George's outstretched arm, badly stunning him. Fasttrack can have a hard time stopping if he runs too quickly. Being a speed-based alien, Fasttrack shares similar weaknesses with XLR8; for example, he is unable to run on certain surfaces like ice, which can make him slip very easily.

Powers and Abilities: Fasttrack has enhanced speed, agility, and reflexes. He is able to run fast enough to outrun a missile created by Dr. Animo, forcing Animo to increase the power of the missile in an attempt to make it outspeed Fasttrack. Fasttrack possesses enhanced strength, as he was able to carry both Hulka and Tack to safety, as well as Gwen and Kevin while in Legerdomain. He possesses enhanced durability and can jump to great heights while running. In the "Ben 10: Galactic Racing" video game, Fasttrack is able to unleash several small tornadoes and can become intangible by flipping and dodging attacks.

Personality: Not mentioned.