BEN 10



Alignment : Neutral Good Race : Human , any Humanoid via Transform Class : Shapeshifter

1. Overload Omnitrix - Bens last resort , Ben sets his Omnitrix to explode dealing 200 damage to himself and 50 damage to all other Characters , he can at the moment of casting set it to explode , this or during the action of the next Turn or the Turn after that (hit Normally Speed Rating 3) , he can not Transform or take other Actions while this is in effect . Shield

2. Unbreakable Lock - Ben 10s Omnitrix Ability can not be Sealed , this Ability can not be Sealed. Attempting this will deal 20 damage instantly . Passive

3. Omnitrix - Ben 10 chooses any of the 8 Forms below and enters it , then he may instantly use an Ability from that form , note that if an ability is used in a Form it is Exausted (ex Humangasaur uses Really Strong Punch it can not be used untill the end of the Round) , he may still use the Omnitrix from ANY FORM he is in as an Action (note this prevents him from Hiting First since the Omnitrix has a speed rating 3) . You can use the Omnitrix max 2x times in one Round of combat . Mode

4. Emergency Action - as a passive Reaction , in ANY FORM , if you should die due to an enemies Ability you may instantly Transform into any Form (except Ben 10000 or Allien X) if the Transformation could save your life , the Transformation done this way is always faster then the fatal ability . Once used the first time , Seal this ability . Trigger , Passive

Ultimate Transformation : during Round 2 or Afterwards use any number of Omnitrix transformations in one Round that give a combined number of 10 (ex. Humagasaur is I Canonbolt is V) , then you may cast this Ultimate as a Regular ability to reconfigure the omnitrix (in any Form ). Instantly enter the Ultimate version of your current form , each time from now on you enter a new form it will always be its Ultimate version . Shield

HUMANGASAUR I



1. Really Strong Punch - Deals 40 damage to a target . Melee

2. Grow HUMONGOUS - gains a +20 damage per Hit while in this form . Stance

3. Armored Hide - Passivelly Absorbs 10 damage from all Sources . If hit by Electric damage he not only does not Absorb it , he takes 20 additional damage each time he is hit. Passive

Ultimate Form (only in Ulti) :

1. Really Strong Punch - Deals 40 damage to a target . Melee

2. Missile Arms - Deals 40 damage to all enemies . Ranged

3. Shockwave Punch - Deals 20 damage to all enemies that are not Flying . Ranged

4. Armored Hide - Passivelly Absorbs 20 damage from all Sources . If hit by Electric damage he not only does not Absorb it , he takes 20 additional damage each time he is hit. Passive

5. Hammer Tail - Surprise ! , deal 20 damage to a target . Melee

Swampfire II



1. Fireball - either deal 30 damage to a target or all enemies or gain Flying for this Turn by shooting the ground and launching yourself upwards . Ranged , Shield

2. Regenerate - you can regenerate for 30HP , but not if the damage was caused by Cuting (such as with a sword or claws ) . Shield

3. Control Plants - choose a target , it is Stuned if it can not Fly or it is Blinded this Turn . Ranged

4. Strange Physiollogy - Can not turn Invisible , is immune to Fire damage , if he is Frozen by an ability he is Frozen for one Turn more . Passive

Ultimate form (in Ultimate only)

1. Blue Flame - either deal 30 damage all enemies or 40 damage to a target or gain Flying for this Turn by shooting the ground and launching yourself upwards . Ranged , Shield

2. Tough - Absorbs 10 damage from all Sources , except Electricity . Passive

3. Control Plants - choose a target , it is Stuned if it can not Fly or it is Blinded this Turn . Ranged

4. Strange Physiollogy - Can not turn Invisible , is immune to Fire damage , if he is Frozen by an ability he is Frozen for one Turn more . Passive

Spidermonkey III



1. Punch - deals 20 damage . Melee

2. Sticky Web - target any number of enemies , they are Webbed and Stuned this Turn . Webbed characters Hit last untill the end of this Round . If a Webbed opponent uses a Frost based Attack or ability the Webs are instantly negated . Ranged

Ultimate form (in Ultimate only)

1. Punch - deals 40 damage . Melee

2. Sticky Web - Surprise ! target any number of enemies , they are Webbed and Stuned this Turn . Webbed characters Hit last untill the end of this Round . Ranged

Big Chill IV



1. Ice Breath - Freezes a target this Turn or Negate one Ranged attack or put a Sizzling stack on him , the next time he is hit by a Frost type attack remove the Stack and he is also Stuned during his next Turn (only one Stack per Character ) . Ranged or Counter

2. Ice Spikes - Fires Frost spikes from his hands , the target takes 20 damage . Ranged

3. Intagibility - you are immune to everything but Psychic damage this Turn . Shield

4. Super Flight - you gain Flying for this and the next Turn , Hits First . Shield

5. Freezing Touch - a chosen target is Frozen this Turn . Melee

6. Necrofriggian Physiollogy - takes 1/2 damage from Fire and Frost attacks , if he is hit by Electric attacks he looses Flying instantly . Passive

Ultimate form (in Ultimate only)

1. Burning Ice Breath - Deals 20 Fire and 20 Frost damage to a Targes , they are Frozen during this Turn and gain a Sizzling stack , the next time he is hit by a Frost type attack remove the Stack and he is also Stuned during his next Turn (only one Stack per Character ) . Ranged

2. Cryokinesis - Fires Frost or Fire spikes from his hands , the target takes 20 damage . Ranged

3. Intagibility - you are immune to everything but Psychic damage this Turn . Shield

4. Ultimate Flight - you gain Flying for this and the next Turn , Hits First BFA. Shield

5. Inhale Heat - a Big Chill draws a deep breath sucking all the Heat from the bodies of all enemies , they are all Frozen this turn . Shield

6. Necrofriggian Physiollogy - takes 0 damage from Fire and Frost attacks , if he is hit by Electric attacks he looses Flying instantly . Passive

Canonbolt V



1. Canon Bolt - makes a Melee attack against a target that Hits First dealing 30 damage the Turn you use this Attack absorb 20 damage from all Sources , then even if the Attack missed roll a 1d6 (if it wasnt Negated) - 1 you hit Yourself on the head take 20 Unstopable , 2-3 Nothing , 4-6 Rickochet hit a different target with a copy of this Attack instantly if you Ricochet again you may hit a target max 2 times in one Turn if you should hit it more than that ignore this ability further. Melee

2. Protect Ally - Hits First , you curl up into a ball and grab your ally , Negate its ability if its equal speed or slower , both you and it Absorb 20 damage from all sources this Turn . Shield

Ultimate form (in Ultimate only)

1. Canon Bolt - makes a Melee attack against a target that Hits First dealing 30 damage the Turn you use this Attack absorb 40 damage from all Sources , then even if the Attack missed roll a 1d6 (if it wasnt Negated) - 1 you hit Yourself on the head take 20 Unstopable , 2-3 Nothing , 4-6 Rickochet hit a different target with a copy of this Attack instantly if you Ricochet again you may hit a target max 2 times in one Turn if you should hit it more than that ignore this ability further. Melee

2. Protect Ally - Hits First , you curl up into a ball and grab your ally , Negate its ability if its equal speed or slower , both you and it Absorb 40 damage from all sources this Turn . Shield

Echo Echo VI



1. Supersonic Scream - Deals 20 damage to all enemies , each Clone adds +10 damage to the Attack (alive at the moment the ability is cast) . Ranged

2. Sound Barrier - Negate all Attacks made against you or your Clones . Must have at least 2 clones to use . If enemy Weapon based Ranged attacks are Negated they hit their own caster. Counter

3. Duplicate - your original body creates a 0/10 Clone Servant , then each Clone that was not spawned this Turn makes a 0/10 Clone . All clones are desumoned if you change form , or evolve into Ultimate form . Summoning

Ultimate form (in Ultimate only)

1. Supersonic Scream - deals 40 damage to all enemies . Ranged

2. Sonic Barrier - Negate all Attacks made against you . Counter

3. Sonic Flight - Gains Flying for this and the next Turn . Shield

4. Sonic Discs - summons a 0/10 floating Sonic Disc . Summoning

5. Sonic Doom - must have at least one Sonic Disc alive , all Sonic Discs make a 10 damage Ranged attack against a target , then instantly use Supersonic Scream if it is not Exausted , it is then Exausted (the user of the Scream is Echo Echo himself) . Ranged

6. Magnetic Weakness - taking magnetic damage Stuns him for that Turn . If the Sonic discs take Electric damage , Echo Echos main body takes the same ammount of damage (as every Magnetic disc ) . Passive

Wildmutt VII



1. Swipe and Maul - Deals 30 damage to a target or Grapple him and deal 20 damage to him as your Action the next Turn . Melee

2. Blindsense - the Wildmutt is Blind but can target normally . Passive

3. Supersense - Ignore one Attack . Shield

4. Superior Senses - Wildmutt can target Invisible enemies . If he takes Gas damage Wildmut is Stuned for that Turn . Passive

5. Muted - way Bigs player can not speak while in this Form , he may only snarl and growl. Passive

Ultimate form (in Ultimate only)

1. Swipe and Maul - Deals 40 damage to a target or Grapple him and deal 30 damage to him as your Action the next Turn . Melee

2. Blindsense - the Wildmutt is Blind but can target normally . Passive

3. Supersense - Ignore one Attack , Hits First . Shield

4. Ultimate Superior Senses - Wildmutt can target Invisible enemies even if they can not be targeted while Invisible . If he takes Gas or Sonic damage Wildmut is Stuned for that Turn . Passive

WAY BIG VIII



1. REALLY BIG PUNCH - Deals 50 damage , Hits Laaaast After all others . Melee

2. Throw into Orbit - a target opponent gains Flying for this and the next Turn he can not loose it . Melee

3. X - Ray - Deals 30 damage to a target . Ranged

4. WAY to BIG - Way Big can always be Targeted and can not become Invisible , he may accidentaly step on an Ally if he makes an Attack roll a 1d6 on a 1 or 2 he deals 30 damage to them at the same time of the Attack . Passive

5. The Fin ... - If Way big is targeted by an Attack an opponent can declare that they AIM AT HIS FIN ON HIS HEAD , instead of their normall attack if their Attack would hit Way Big is Stuned this Turn . Passive

6. LARGE AND IN CHARGE - can hit Flying enemies the Turn they gain Flying . Attacks deal 10 damage less to him (this is not Absorbtion) . Passive

Ultimate form (in Ultimate only)

1. REALLY BIG PUNCH - Deals 70 damage , Hits Laaaast After all others . Melee

2. Pull Down - target a Flying enemy , Negate its Flying even if it can not loose Flying then Grapple it . Melee

3. X - Ray - Deals 40 damage to a target . Ranged

4. Energy Discs - Fires 2x 20 damage attacks . Ranged

5. WAY to BIG - Way Big can always be Targeted and can not become Invisible , he may accidentaly step on an Ally if he makes an Attack roll a 1d6 on a 1 or 2 he deals 30 damage to them at the same time of the Attack doesnt work if he is Flying . Passive

6. The Fin ... - If Way big is targeted by an Attack an opponent can declare that they AIM AT HIS FIN ON HIS HEAD , instead of their normall attack if their Attack would hit Way Big is Stuned this Turn . Passive

7. LARGE AND IN CHARGE - can hit Flying enemies the Turn they gain Flying . Attacks deal 10 damage less to him (this is not Absorbtion) . Passive

8. Flight - way big gains Flying for this and the next Turn . Shield

Alternate Ultimate : Ben 10000



\*Ben uses the Omnitrix on his Base form in order to become the Ultimate version of himself

Ben must be in Human form to cast this from Round 3 of combat or afterwards , while he remains in his Human form he may at any time declare a name of any of his basic Transformations (not Ultimate Versions) he can cast abilities AS IF HE WAS IN THAT FORM , although his race remains Human , also while using abilities this way HE HAS NO PASSIVE WEAKNESSES IN ANY OF HIS FORMS (but benefits from positive Passive text) . Stance

Alternate Ultimate : Allien X



Can be cast from any Form as a Regular Ability , from Round 3 onwards but ONLY if all enemies have more HP that Ben (including Servants) . When he transforms this way choose an enemy Player , Allien X has 2 voices of Reason you are one and that enemy is the other . You must both agree on which action Allien X will take during his Turn , he MUST take an Action and can not Skip actions due to this or any other way (but can be Stuned or Frozen) .

1. Ultimate Punch - Deals 50 damage . Melee

2. True Flight - gain Flying permanently . Shield

3. Negate everything - Negate all abilities cast during this Turn (other than this one) and all effects that are currently in the Game (only HP stays the same as well as time reversal) . Shield

4. Time Reversal- reset the Game up to 3 turns backwards in time to the exact moment , you may reset to before casting this Ultimate in which case you leave this Mode but can cast it again . Shield

5. Infinite Duplication - you make an exact Copy Hero of yourself , he must repeat the same Action you use during each Turn (unless you are Stuned or Frozen) in which case each one of your Clone heroes can act independently . If the original dies , they all die . Summoning

6. Universe Creation - add any Characters to the Game as Allies or enemies they must be Heroes . You choose which and how many when casting this Ability , you must agree to this with your other conciousness you declare which Player will take them as their Master. Summoning

7 . Time and Space are Relative - your Speed always matches but never exceeds the speed of your opponent , even if there are several of them , you are equal to them all at the same time . Passive