

# Beyond Heroes

Companion Rules BH28

## Alien Species 2: Ben 10



The Role Playing Game for all Genres

# The Beyond Heroes Roleplaying Game Book XXVIII: The Book of Alien Species 2, Ben 10

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## Foreword

The Beyond Heroes Role Playing Game is based on a heavily revised derivative version of the rules system from Advanced Dungeons and Dragons 2<sup>nd</sup> edition. It also makes extensive use of the optional point buying system as presented in the AD&D Player's Option Skills and Powers book. My primary goal was to make this system usable in any setting, from fantasy to pulp to superhero to science fiction.

The Ben 10 animated series centres around Ben Tennyson, a ten-year-old boy on a cross-country summer vacation, with his cousin Gwen and their grandfather Max. On their first night camping in their grandfather's RV affectionately named the "Rustbucket," Ben finds an alien pod with a mysterious watch-style device named the Omnitrix. The device then permanently attaches itself to his wrist giving him the ability to transform into a variety of alien life-forms each with its own unique skills and powers. With his newfound superpowers Ben has to learn the responsibilities of being a hero. During their vacation, the Tennysons are attacked by various enemies ranging from space aliens to supernatural entities. Although he could only transform into 10 aliens initially, this was later expanded.

What follows here is a list of all the alien species to appear in Ben 10, including ones he encountered and didn't transform into. Also the various spaceships and omnimatrixes used in the show.

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## **Section 1: Species**

### **Aerophibian**



Type: Humanoid Manta Ray, Aero Sapiens

Physical Traits: Red, with two black lightning bolt-like stripes coming down from the shoulders to the chest. Yellow horns extend from the nose, with gills underneath the arms and yellow patagia which is used to fly and glide through water. Aerophibians can breathe underwater, air and survive in space. Having to fly in Aeropela's misty weather, Aerophibians have evolved a very useful sophisticated sonar, far superior than that of bats or whales. Aerophibians can produce beams from their eyes and tail that disable the target's nervous system (or "neuroshock blasts"). They are extremely fast, fast enough to break the light barrier.

Height: 5 ft

Weight: 140 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 4D6, DEX: 3D6, CON: 4D6, CHA: 3D6, MR: 3D6/flight 9D6, HPs: CON +D20

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Exotic. Mainly ammonia and methane.

Oceans: 100%, Aeropela is completely covered in water with giant spiral rocks protruding out of the sea. It is constantly visited by fog, rain and hurricanes, as well as the occasional monsoon or tsunami.

Gravity: 100%

Feeding Habits: Carnivore

Lifespan: 40 years

Technology: 9

Culture: Enlightened, truly kind race with little violence or hatefulness.

Government: Religious Council

Population: 1.3 billion

Home System:

Number of Stars: 1, Aeropius

Star Type: K

Planetoid Belts: 6

Inner Planets: 3

Middle Planets: 5

Outer Planets: 2

## Amperi



Type: Humanoid Jellyfish, Amperis Sapiens

**Physical Traits:** Amperi are jellyfish-like beings. They have four tentacle-like arms and two legs. Three hood-like parts make up their head and torso, with the upper most being the head and the lower two being the torso. They are blue in colour, with a white pattern covering their entire body. They are aquatic, but can survive out of water.

Amperi are masters of the electromagnetic spectrum, with the ability to produce, absorb and redirect electricity. They can sense the electrical pulses in the brains of other life forms, allowing them to read their thoughts. Amperi move by floating gently through the air, flying more quickly, or by becoming pure electrical current and travelling along power lines. They can breathe underwater and swim at high speeds.

Height: 6 ft

Weight: 180 lbs

Mobility: Legs, levitation

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 4D6, WIS: 4D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D6

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: None, the entire area is aquatic with some methane in the liquid.

Oceans: 100%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 50 years

Technology: 8

Culture: Enlightened, truly kind race with little violence or hatefulness.

Government: Tribal Council

Population: 1.2 billion

Home System:

Number of Stars: 1, Amperous

Star Type: K

Planetoid Belts: 1

Inner Planets: 2

Middle Planets: 2

Outer Planets: 2

## Anodite



Type: Humanoid, Anodis Sapiens

**Physical Traits:** The entire body of an Anodite is a humanoid-shaped construct of pure mana. It is a deep-dark purple colour with long flowing tendrils, symbolizing hair, which are a bright pinkish purple glowing colour.

Anodites in human forms can manipulate mana at a lesser degree than in their true forms for a variety of effects, such as: energy manipulation, flight, telekinesis, object creation and dissipation, opening portals, repairing objects, elemental manipulation, telepathy, dowsing, memory manipulation and invisibility.

In their true forms, their vast powers allow Anodites to warp reality on a limited scale, survive in and fly across space, teleport themselves and others across space and dimensions, create a body of their choice, and can draw in mana from everything around them. They also have a degree of enhanced strength and durability, able to take big rocks and strong attacks without being hurt.

Height: 6 ft

Weight: 180 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Telepathic

**Reproduction:** Sexual, Anodites are able to reproduce with Humans by assuming a Human body. If an Anodite reproduces with a Human, there's no guarantee the offspring will inherit the Anodite's powers and abilities. Anodite powers and abilities can also occur in offspring in later generations.

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D12

**Orbit/Climate:** 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

**Atmosphere:** Standard and tainted Oxygen/Nitrogen with some contaminants.

Oceans: 40%

Gravity: 100%

Feeding Habits: Omnivore

**Lifespan:** Anodites are technically immortal, as they are able to change their age.

Technology: 9

**Culture:** Anodites are free-spirited, and most don't take life as seriously as most humans to the point that some Anodites disregard the morality of their actions and would rather satisfy their own

personal pleasures, but that doesn't stop them from helping others. They can also be slightly condescending to non-energy beings.

Government: None

Population: 1.6 billion

Home System:

Number of Stars: 1, Anodyne

Star Type: K

Planetoid Belts: 4

Inner Planets: 3

Middle Planets: 5

Outer Planets: 6

## Appoplexian



Type: Humanoid Tiger, Appoplex Sapiens

**Physical Traits:** Appoplexians are tiger-like humanoids with huge muscles. They have orange fur, white muzzles, hands, stomachs, chests, and feet. The fur can also vary from yellowish orange to dark orange and the white parts can occasionally be light yellow. They also have black stripes on their head, shoulders, back, and legs. Sometimes there are also stripes on the forearms, cheeks, or chin. There is a chance that the head supports a Mohawk, being either the color of the muzzle or stripes.

They also have four-fingered hands and three-toed feet. They have boned, quill-like black brows on the skull over each eye, which are entirely yellow or yellow with black feline pupils, and they have a large, single retractable claw coming out of both wrists that can be either black or dark metallic blue. Instead of keratin, the structure of the claw is mostly pure bone. The jaw is pronounced and have either two or six fangs sticking out. The



teeth are yellowed, showing that Appoplexians have poor dental hygiene or have little concern about their teeth. Since Appoplexians have a high sense of shame, they are mainly seen wearing sleeveless vests, short or torn cargo pants, either gauntlets or straps, and a metallic belt containing an orange squared symbol with black stripes on each side.

Appoplexians possess enhanced strength and agility, enabling them to jump great distances and lift objects heavier than themselves. Their fighting style is a mixture of wrestling, grappling holds, and sheer brute force, allowing them to power their way through dozens of opponents and smash through tough defences. Appoplexians possess a large, retractable claw on each wrist. This claw can be used to stab opponents, or create a shock wave when stabbed into the ground or when objects are cut apart.

Appoplexians are extremely durable, able to take a point-blank laser blast with no apparent effect and survive a free fall from several hundred feet in the air, with only a bit of dizziness as a result. Their unbridled aggression gives them a psychological edge in combat. There are very few things that an Appoplexian fears and many opponents find it extremely difficult to stop one that is fully enraged.

Height: 9 ft

Weight: 220 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 4D6, DEX: 4D6, CON: 4D6, CHA: 3D6, MR: 4D6, HPs: CON +D12

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 60%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 70 years

Technology: 8

Culture: Standard, Appoplexians value emotional openness: if an Appoplexian has a feeling, they express it openly. Generally, the feeling is a blind rage. Appoplexians take great pride in their fighting skills. Appoplexians love to fight and have great appreciation for the best fighter. Instead of shaking hands when they meet, they engage in a wrestling match until one is established as dominant.

Appoplexians believe any problem can be solved by hitting it or "hitting it a lot". An Appoplexian's addiction to violence leads them to be quite dim, forgetting things and being easily distracted. Appoplexians are prone to referring to people by their full name or title, as well as beginning a conversation with "Let me tell ya somethin'!" They also refer to themselves in third person.

Appoplexians have animalistic tendencies, such as growling, roaring, and relentlessly seeking food when hungry. Appoplexians are prone to mixing up metaphors. Appoplexians can always remember things relating to fights or battle techniques learned. Appoplexian bathroom habits are very similar to that of house cats and kitty litter boxes.

Government: Tribal Council

Population: 3.3 billion

Home System:

Number of Stars: 1, Appoplexia

Star Type: K

Planetoid Belts: 6

Inner Planets: 2

Middle Planets: 2

Outer Planets: 1

## Arachnichimp



Type: Arachnid Primate, Arachnich Sapiens

Physical Traits: Arachnichimps are blue collared, monkey-like aliens with four arms, four or six eyes and two legs. They also have three fingers on each hand and three toes on each foot, blue fur over a dark blue centre, and a tail with a stripe design. The eyes of an Arachnichimp with four eyes are yellow with black pupils while the eyes of Arachnichimps with six pupils are pure black.

Like Humans, Arachnichimps can have different styles of head hair.

Infant Arachnichimps are similar to older Arachnichimps, but are much smaller and have larger lower eyes. Arachnichimps seem to come in different sizes.

Arachnichimps have the ability to expel webbing from their tail, which were once stated to be as strong as steel, although, Cerebrocrustaceans are shown to be strong enough to rip them. Arachnichimps can use their sticky fur to cling to and scale vertical surfaces. Arachnichimps have superhuman strength, enough to swing a lamp post like a bat. Arachnichimps have enhanced agility.

Due to their extra limbs and prehensile tail, Arachnichimps have extraordinary

dexterity, which gives them an advantage in close-quarters, hand-to-hand combat. According to Simian, Arachnichimps have hearing superior to a human's, stating he could hear Gwen and Kevin talking about him across a room.

Height: 5 ft

Weight: 170 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 4D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 50%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 50 years

Technology: 8

Culture: Standard

Government: Tribal Council

Population: 6.6 billion

Home System:

Number of Stars: 1, Aranhaschimmia

Star Type: K

Planetoid Belts: 5

Inner Planets: 1

Middle Planets: 4

Outer Planets: 3

## Arburian Pelarota



Type: Humanoid Ichypoid, Arburi Sapiens

Physical Traits: Arburian Pelarotas are white, bulky aliens with stubby arms and legs. They have yellow, shell-like plating on their back, wrists, legs, and shoulders. Infant Arburian Pelarotas lack shells, as they don't develop until they are child aged. Arburian Pelarotas have squinted eyes and a wide mouth. They also have black stripes above and sometimes below their face, plus they have black surrounding their armor. Adults have the same appearance as children, only with sharper claws and small lines near their fingers.

Female Arburian Pelarotas appear to have a slimmer torso and pelvis, their armor is also smaller and they have feminine lips. Arburian Pelarotas have the ability to curl into a ball and, like a motorized wheel, roll at high speeds, ricochet, and bounce. This shell is highly durable, able to resist corrosive chemicals. Arburian Pelarotas have a high sense of balance. Arburian Pelarotas can contain fairly large objects within their spheroid form.

An Arburian Pelarota's shell is resistant to acids and lavas, and can refract lasers. While rolled up, Arburian Pelarotas can survive a drop from space to Earth, with just minor amounts of pain from the impact received.

Height: 9 ft

Weight: 220 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

INT: 3D6, WIS: 3D6, STR: 4D6, DEX: 3D6, CON: 5D6, CHA: 3D6, MR: 3D6, HPs: CON +D20, AC: 1

Orbit/Climate: 1 AU. Very erratic, very elliptical orbit, very hot and cold extremes, frequent storms, very harsh conditions.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 20%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 100 years

Technology: 8

Culture: Enlightened, truly kind race with little violence or hatefulness.

Government: Democracy

Population: 5.6 billion

Home System:

Number of Stars: 1, Arburia

Star Type: K

Planetoid Belts: 2

Inner Planets: 2

Middle Planets: 4

Outer Planets: 4

## Atrocian



Type: Humanoid Blob, Atroci Sapiens

Physical Traits: Atrocians resemble potatoes with warts on their heads. They have short, stubby arms and legs, with black fingers and toes (though females tend to have pink fingers). They are short in stature. Yellow, blue and pink colored members of this species, including both males and females, have been seen. Atrocians can grow curly hair on their heads like humans, although this has only been shown on females. Males have eyebrows and lumps or spots on their arms while females don't. Their tongues can be pink or blue. Atrocians are in all respects, indestructible. Atrocians can withstand lava and gastric acid with no difficulty.

Height: 5 ft

Weight: 150 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 3D6, DEX:  
3D6, CON: 4D6, CHA: 3D6, MR: 3D6,  
HPs: CON +D20, AC: 0

Orbit/Climate: 1 AU. Slightly erratic,  
circular orbit, stable surface temperature  
changes gradually over thousands of  
years.

Atmosphere: Standard Oxygen/Nitrogen  
with significant ozone component in  
stratosphere.

Oceans: 10%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 70 years

Technology: 7

Culture: Enlightened, truly kind race  
with little violence or hatefulness.

Government: Council

Population: 3.1 billion

Home System:

Number of Stars: 1, Atrocraius

Star Type: K

Planetoid Belts: 2

Inner Planets: 2

Middle Planets: 4

Outer Planets: 6

## Basalt



Type: Humanoid Mineraloid, Basa  
Sapiens

Physical Traits: Basalt appear to be  
large, yellow and brown crystalline-like  
rock species who are very skilled at  
adapting to their environment. Basalt  
have super human strength, good for  
crushing and pummeling and they can  
manipulate earthquakes. Basalt are  
cumbersome and not very fast or agile.  
Water is dangerous to Basalt as over  
time, it erodes their body and weakens  
their strength. Basalts cannot swim since  
they sink like a stone in water.

Height: 6 ft

Weight: 280 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Osmosis

INT: 3D6, WIS: 3D6, STR: 5D6, DEX:  
3D6, CON: 3D6, CHA: 3D6, MR: 2D6,  
HPs: CON +D20, AC: 1

Orbit/Climate: 2 AU. Extremely erratic,  
retrograde (backwards) orbit, but stable,  
unpredictable temperature variations.

Atmosphere: Standard glacial  
Oxygen/Nitrogen with minimal Carbon  
dioxide and high ozone.

Oceans: 50%

Gravity: 130%

Feeding Habits: Rocks

Lifespan: 190 years

Technology: 7

Culture: Standard

Government: Religious Council

Population: 4.4 billion

Home System:

Number of Stars: 1, Andesite

Star Type: K

Planetoid Belts: 6

Inner Planets: 3

Middle Planets: 4

Outer Planets: 5

## Biosovortian



Type: Humanoid Magnetic Energy,  
Biosovorti Sapiens

Physical Traits: Biosovortians have large spikes on their shoulders (similar to horseshoe magnets), crab-like claws, and two-toed feet. Their head is made of a silver metal, has large, narrow eyes that can change size and is outlined in a white-blue glow. This head floats above their body, signifying their magnetism. Their voices also sound robotic. Wherever the head goes, the body follows, similar to a Polymorph's anti-gravity disc. Biosovortians can control magnetic fields to manipulate metals and other magnetic objects. They can also create magnetic force fields and pulse waves.

Biosovortians can cause magnetic objects to attract any others nearby, making them fly and collide into the target. As they are also magnetic, they can make magnetic objects fly into them as well. Biosovortians can levitate and fly. Biosovortians are physical enhanced

beyond human capabilities, especially in terms of strength and resilience.

Biosovortian can regenerate their bodies, with pieces of it being able to fly and reconnect if the body is broken.

Height: 6 ft

Weight: 140 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 4D6, WIS: 4D6, STR: 4D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D10

Orbit/Climate: 1 AU. Slightly erratic, very elliptical orbit, hot and cold, temperatures become extreme every few years.

Atmosphere: Standard and corrosive Oxygen/Nitrogen with abundant toxic trace metals and gases.

Oceans: 30%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 200 years

Technology: 9

Culture: Enlightened, truly kind race with little violence or hatefulness.

Government: Theocracy

Population: 4.2 billion

Home System:

Number of Stars: 1, Bioso

Star Type: K

Planetoid Belts: 5

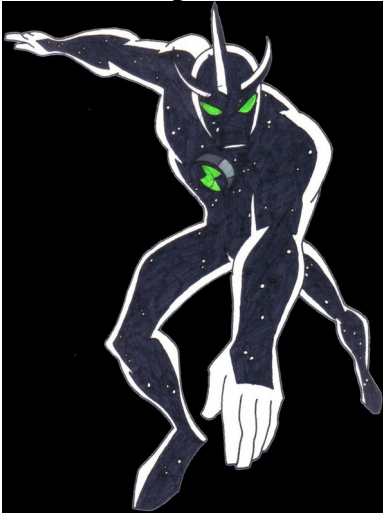
Inner Planets: 2

Middle Planets: 3

Outer Planets: 6



## Celestialsapien



Type: Humanoid Energy, Celest Sapiens

**Physical Traits:** Celestialsapiens are silhouette-like humanoids that can range from any size. Their bodies are black with white outlines and have white star-like dots scattered inside them. Their heads can possess either a black flaming tip with stars inside, two long horns on the sides of their head, or three trident-like horns on their forehead.

Their face only consists of white pupil-less eyes, but occasionally they can sport facial hair colored the same as their bodies such as a beard. Infant Celestialsapiens have the body shape of a human baby, male Celestialsapiens have the body of a muscular male adult human, and female Celestialsapiens have the shape of a thin female adult human.

Celestialsapiens are among the most powerful species in the universe, being capable of controlling reality, space and time. Their reality warping is seemingly without limit - a Celestialsapien can make its very thoughts become reality and survive anything up to (and including) the destruction of the entire universe around them. However, they

have to follow rules that regulate the use of their powers, such as the Multiverse Preservation Act.

However, a Celestialsapien cannot do anything unless a majority or all of its personalities agree on it. Given that said personalities generally contrast each other in every way, Celestialsapiens can spend eons debating before using any of their powers. A baby Celestialsapien does not have multiple personalities, but it is also not mature enough to use its power.

Their omnipotence gives other abilities that do not truly require much decision making or thought to access, such as allowing them to near instantly regenerate from any physical damage, seamlessly fly through air and space, grow to the size of a sun, have the strength to smash planets to pieces in one punch, be able to move across entire solar systems in less than a millisecond, distorting and reversing time for specific targets, being able to telekinetically move targets, deflecting energy blasts with their hands, generating force fields that explode into waves of force when punched, transforming into and create black hole like voids and teleporting in a clear haze.

Height: Variable

Weight: Variable

Mobility: Legs, levitation

Sensory Organs: Visual, ESP

Communication: Telepathic

Reproduction: Osmosis. A pregnant Celestialsapien has a small glowing

white orb in her hands with a baby Celestialsapien growing inside it which takes tens of thousands of years to develop.

INT: 5D6, WIS: 5D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D20

Orbit/Climate: None

Atmosphere: None

Oceans: None

Gravity: None

Feeding Habits: Photosynthetic

Lifespan: Celestialsapiens are apparently immortal, or at least extremely long-lived, as they can live for tens of thousands of years before even being considered "mature".

Technology: 11

Culture: Standard. Celestialsapiens prefer their shrouded existence at the Forge of Creation, as opposed to being involved with the "petty going-ons" of the rest of existence. Celestialsapiens possess two personalities, such as a Voice of Love and Compassion and a Voice of Rage and Aggression. Both of a Celestialsapien's personalities have to agree with each other for the Celestialsapien to perform any sort of action. However, due to their contrasting personalities, this hardly ever happens. When the Celestialsapien speaks, both voices speak in unison and, depending on what the voices agree on, they say "Seconded!", or "Motion carried!" if they agree; they say "Motion denied!" if they disagree. Celestialsapiens develop

multiple personalities over time. A few Celestialsapiens have personalities that are more decisive and in balance.

Government: None

Population: 166,660

Home System:

Number of Stars: 1, Forge of Creation

Star Type: K

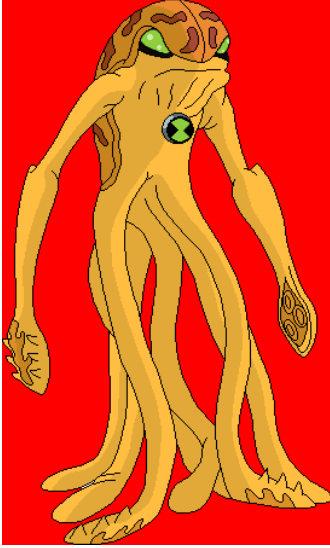
Planetoid Belts: 2

Inner Planets: 2

Middle Planets: 2

Outer Planets: 2

## Cephalod-ae



Type: Humanoid Squid, Cepha Sapiens

**Physical Traits:** The Cephalod-ae are an orange animalistic alien species with a jellyfish looking head, green eyes, and a body with multiple tentacles like a squid. The Cephalod-ae have a powerful grip and incredible crushing abilities; they can contort into a small space, camouflage in color as well as shoot a sticky jet stream of ink that can blind or slow down enemies. Cephalod-ae also have an aversion to strong light and can easily become entangled. They cannot stay out of water for longer than 20 minutes.

Height: 6 ft

Weight: 160 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D8

**Orbit/Climate:** 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

**Atmosphere:** Molluskus is a coral-reef infested water planet and known to be one of the most beautiful in the universe.

Oceans: 90%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 150 years

Technology: 8

**Culture:** Enlightened, truly kind race with little violence or hatefulness.

**Government:** Council

Population: 4.5 billion

Home System:

Number of Stars: 1, Molluskus

Star Type: K

Planetoid Belts: 5

Inner Planets: 1

Middle Planets: 5

Outer Planets: 4

## Cerebrocrustacean



Type: Humanoid Crustacean, Cerebro Sapiens

Physical Traits: Cerebrocrustaceans closely resemble giant crabs with red/brown exoskeletons with small spikes around the face and on top of their head. A Cerebrocrustacean's head is very large, with arms sprouting from each side. They have claws, four/six spider-like legs and a stubby torso. A Cerebrocrustacean's face is composed of only eyes and a mouth.

They have a large brain, giving them high intelligence and can solve difficult calculations mentally in a few seconds. They know complex angular physics, and can visualize equations and movement of objects as if they're actually there. Cerebrocrustaceans can also produce and manipulate electricity, in forms that can be put to various uses, including launching electricity, creating protective coatings, creating force fields, by opening the exoskeleton plates on their skull or using their pincers.

Cerebrocrustaceans can use their electrokinesis to telekinetically move objects, they're also capable EM wave readers enabling telereceiving. They can control machinery and similar things using their electrokinesis, giving them a form of technokinesis. If a Cerebrocrustacean's skull plates are

closed while using their brain for electricity, they can be hurt and overheat. They are also vulnerable to attacks while their skull plates are open.

Height: 5 ft

Weight: 140 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Telepathic

Reproduction: Egg

INT: 5D6, WIS: 5D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 4D6, HPs: CON +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 20%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 150 years

Technology: 9

Culture: Enlightened, truly kind race with little violence or hatefulness. Primitive Cerebrocrustaceans took advantage of the storms surrounding the Encephalonus planets and it in turn resulted in the destruction (by using up all resources) of the planets from

Encephalonus to Encephalonus III. By the time they arrived at Encephalonus IV, Cerebrocrustaceans had evolved in order to create electricity instead of taking it away from the environment. Modern Cerebrocrustaceans are deeply ashamed of their ancestors being responsible for the destruction of Encephalonus and the two other planets in their solar system.

Government: Monarchy

Population: 1.5 billion

Home System:

Number of Stars: 1, Encephalonus

Star Type: K

Planetoid Belts: 3

Inner Planets: 0

Middle Planets: 1

Outer Planets: 2

## Chimera Sui Generis



Type: Humanoid Squid, Chimer Sapiens

Physical Traits: Chimera Sui Generis are a green humanoid species with long tentrils like those of an octopus or squid on their heads. The amount of tentacles can vary from three to nine. Their bodies, if not cybernetically altered, have red circuit/vein-like patterns. Their tentacles have a chance of sporting dark spots in a mud-like pattern, being yellow, dark green, or black. They can sport either red or mint green eyes. They have three point-ended fingers and an opposable thumb on each hand and have two toes on their feet. Their heads supported a green neck pillow-shaped sac in the original series that connected both of their cheeks from the back of their heads.

When in their 'true form', they are more cephalopod-like than humanoid in appearance. Their heads become massive in size and support several black horn-shaped spikes running down their heads. There are pink cracks above their

sharper eyes. The bottom of their bodies are pink with line patterns and have a triangular mouth. Unlike cephalopods found on Earth, their mouth appears on their face, sporting eight sharp teeth, five on top, three on the jaw, and three extra each shown on the four tentacles closest to their mouth, while having about 20 tentacles in total.

There are also gill-like growths underneath the eyes. Their skin is more wrinkled compared to their humanoid form. So far, Only males have shown that the tentacles on their heads grow as they mature. Chimera Sui Generis have tendrils on their head, while males have them on their chin or all around their head to resemble hair or beards, respectively. Some female Chimera Sui Generis have beauty mark like marks on their face.

Chimera Sui Generis have incredible natural strength, durability and agility. When in their 'true form', they cannot switch back if they are too weak. They are also highly immobile on land in that form and require water in order to breathe, despite their normal ability of space survivability. Despite their enhanced durability, there is a limit to how much damage their bodies can take before being fatally injured.

Height: 7 ft

Weight: 220 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

INT: 3D6, WIS: 3D6, STR: 4D6, DEX: 4D6, CON: 5D6, CHA: 3D6, MR: 3D6, HPs: CON +D20

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 50%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 140 years

Technology: 9

Culture: Xenophobic. Fearful of others, harsh but still some redeeming features.

Government: Theocracy

Population: 2.5 billion

Home System:

Number of Stars: 1, Vilgaxia

Star Type: M

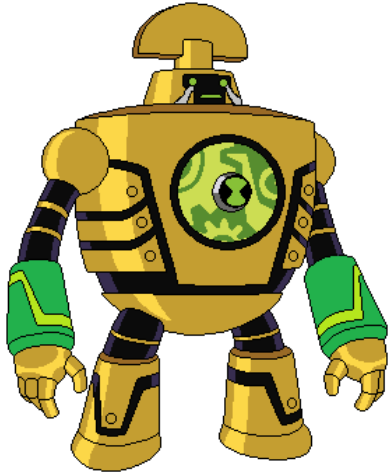
Planetoid Belts: 2

Inner Planets: 5

Middle Planets: 2

Outer Planets: 5

## Chronosapien



Type: Synthetic Artificial Robotic life form, Chrono Sapiens

**Physical Traits:** Chronosapiens are a species of biomechanical lifeforms. They're robotic, metallic, and appear to be more machine-like than biological. They are made of yellow or black metal and have a translucent window on their chest which displays their innards, which appear to be various gears. They have a round, short head with a semi-circular appendage on top. When moving, Chronosapiens produce gear-like sounds. Chronosapiens are able to produce time rays that age their targets into dust or makes them time travel. They are also capable of time travel, and can display events that have happened in the past by rotating the appendage on their heads, which produces a light. This light covers the area and displays all objects and movements in the past as holographic images.

Chronosapiens can slow down time, which makes them look like they are fast when they're actually really slow. They can sense another Chronosapien's power usage or the use of a Chronosapien Time Bomb, and can undo the effects of both. Chronosapiens can use each other's

Chronosapien keys, but they won't have their true resonance. A Chronosapien's metallic body can be broken by sufficient force, and they can fall into a powered-down state in which the light in their torso as well as on their face goes off and they cease moving. They are slow runners and tire quickly. Use of a Chronosapien's powers creates a ripple effect which can be sensed and in some cases reversed by another Chronosapien. A Chronosapien's time powers are rendered useless in timeless dimensions.

Height: 6 ft

Weight: 380 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Construction

INT: 4D6, WIS: 4D6, STR: 4D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: D6, HPs: CON +D20, AC: 1

Feeding Habits: Energy

Lifespan: Indefinite

Technology: 11

Culture: Enlightened, truly kind race with little violence or hatefulness.

Government: None

Population: 54 billion

Home System:

None, their original planet no longer exists.

## Citrakayah



Type: Humanoid, Citrak Sapiens

Physical Traits: Citrakayahs are slim human-sized aliens with blue and black fur covering their bodies. They have black fur around their faces that end in points, resulting in a mask-like appearance. Their legs and elbows also have spikes on them. Citrakayahs can run very quickly and leave a blue trail when they run. They are fairly strong.

Height: 5 ft

Weight: 130 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 4D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 10D6, HPs: CON +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: None, the entire area is aquatic with some methane in the liquid.

Oceans: 20%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 140 years

Technology: 9

Culture: Standard mix

Government: Democracy

Population: 6.1 billion

Home System:

Number of Stars: 1, Chalybeas

Star Type: M

Planetoid Belts: 4

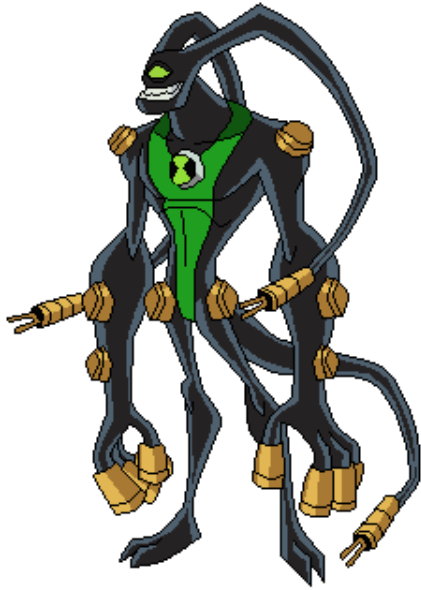
Inner Planets: 0

Middle Planets: 3

Outer Planets: 2



## Conductoid



Type: Humanoid Lizard, Conductos Sapiens

Physical Traits: Conductoids have black skin. They have one eye in the middle of their head. They have two antennae and a tail that looks like plugs on the end, which allows them to draw energy to themselves, like how a plug plugs in electricity through the tips. They have four fingers on each hand, with similar plugs on the tip of each finger that help them absorb energy. Conductoids easily travel through space, using minute voltage differences between to propel themselves. Conductoids have the ability to absorb and redirect energy from their antennae, tail, and fingers, even from a distance. Conductoids can use electrokinesis to jump over long distances, and fire energy toward the ground in order to fly or move with great speeds on a current carrying path.

Height: 7 ft

Weight: 190 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D12

Feeding Habits: Conductoids feed on eddies and currents of higher-energy particles near protostars. Conductoids feed on eddies and currents of higher-energy particles near protostars.

Lifespan: 110 years

Technology: 8

Culture: Standard. Conductoids are not social beings. Males of the species are negatively charged, while females are positively charged. If too many male occupy the same area for an extended period of time, the resulting arc could destroy them all. The same holds true for females. Because the consequences of social groups are so potentially devastating, Conductoids tend to be solitary creatures.

Government: None

Population: 9 billion

### Home System:

The home of Conductoids is the Teslavorr nebula, an interstellar area roughly 60 light-years in diameter, containing high levels of static discharge and comprised mainly of ionized gases.

## Crystalsapien



Type: Humanoid Mineraloid, Crystal Sapiens

**Physical Traits:** Crystalsapiens are silicon-based lifeforms made of highly durable crystal. Most of their bodies are covered in a protective silicon-based rock, while the exposed crystal is magenta. They have purple bodies, legs and arms with several black lines and dots on them. They also sport magenta shards all over their body: six on their back, two on their chest and one on top of their small, purple head, resembling a horn. They also have one large, cyclopean eye.

Crystalsapiens are completely resistant to radiation, and are also capable of absorbing any type of energy, like lasers, electricity or Mana. Crystalsapiens can either let energy they absorb pass through them safely or they can channel it into either a multi-colored or green laser beam or a light to aid them in dark areas. They are also able to fly. Crystalsapiens are not immune to energy, as they can be harmed by it if they are caught off-guard, or by

electrified water. Crystalsapiens can be shattered by extreme force.

Height: 7 ft

Weight: 230 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Osmosis

INT: 4D6, WIS: 4D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Thin and corrosive as above with predominantly toxic trace metals and gases.

Oceans: 5%

Gravity: 100%

Feeding Habits: Rocks

Lifespan: 290 years

Technology: 8

Culture: Standard

Government: None

Population: 1

Home System:

Number of Stars: 1, Petropia

Star Type: K

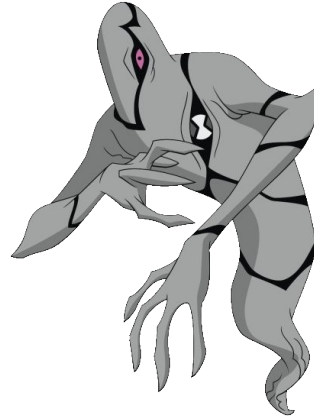
Planetoid Belts: 1

Inner Planets: 2

Middle Planets: 5

Outer Planets: 4

## Ectonurite



Type: Humanoid Ghost, Ectonus Sapiens

**Physical Traits:** Ectonurites with their protective layer of skin, Ectonurites look like a classical ghost with a track for the eye to travel upon. Ectonurites can grow this protective layer of skin to protect them from sunlight. Without their protective layer of skin, Ectonurites look like misshapen horrors. They possess an exposed skull with sparse teeth for a head, only one eye, dark blue skin, exposed bones on certain parts of their bodies, black claws, a big gaping hole in their chest with black and white striped tentacles hanging out, and speak with an eerie, creepy voice.

Ectonurites can rotate their heads so they can be upside-down or the right way up. When an Ectonurite is at its full power, spikes erupt from its shoulders and its hands, and their teeth and claws grow in size. Ectonurites can also develop deformities such as having one arm larger than the other, having three heads, having more than one eye, or having pink lips.

Ectonurites have density altering protoplasm, allowing them to phase through matter and make themselves invisible. Ectonurites can inhabit the

bodies of other lifeforms and possess them. Additionally, this grants them access to the possessed person's powers as well. Without their protective skin, Ectonurites possess powerful telekinetic abilities. In true, absolute darkness, Ectonurites can use their abilities to their full potential.

An Ectonurite's mind is embedded in the very fabric of their being, a miraculous genetic memory that allows them to remember absolutely everything from the day they were born; even a single strand of its DNA can replicate it in its entirety. Ectonurites do not have any mana/life-energy in the conventional sense, making them immune to life energy absorption. Light, especially sunlight, renders Ectonurites powerless and causes severe physical damage, destroying their bodies.

Even a small amount of light is enough to weaken their abilities. Ectonurites with their first skin don't have this weakness. A certain chemical can solidify an Ectonurite's protoplasm, thus negating their intangibility and invisibility. Ectonurites can be harmed by other light based attacks, such as lasers, fire, and radiation.

Height: Varies

Weight: None

Mobility: Levitation

Sensory Organs: Visual

Communication: Vocal

Reproduction: None

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Thin and tainted Oxygen/Nitrogen/Carbon Dioxide with toxic contaminants.

Oceans: 10%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: Unknown

Technology: 7

Culture: Standard

Government: None

Population: 5.6 billion

Home System:

Number of Stars: 1, Anur

Star Type: M

Planetoid Belts: 5

Inner Planets: 0

Middle Planets: 5

Outer Planets: 4

## Florauna



Type: Humanoid Plant, Florau Sapiens

**Physical Traits:** Florauna are plant-based aliens with four or five legs, a singular eye, four-fingered claws and Venus flytrap-shaped flaps covering their heads. Female Floraunas look similar to their male counterparts, but their body is shaped like a dress. Their fly trap is much larger and they have bulb-like hair along with dark lips. They also lack the spikes that male Floraunas have on their arms, legs and chest. A Florauna's colour is green at a young age but around their adult years they start to turn brown, just like plants when they start to wither and die or become very old.

Floraunas can grow any part of their bodies at will, allowing them to stretch their limbs or grow spikes. Floraunas have regrowable seeds on their backs that can be used as explosives, knockout grenades, or smoke grenades. Floraunas possess all the adaptive abilities of the plant life they come into contact with. Florauna can merge with plant life, like a tree, then control them. Depending on the environmental conditions, Florauna are able to grow vines, thorns, flowers or fruits in a dazzling array of colours and variations. Florauna vines are quite

strong, and have a special communication system that help them to connect with other Floraunas. Florauna can regenerate any part of their body, including the head. They can't be hypnotised.

Height: 7 ft

Weight: 190 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Osmosis

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard and parched Oxygen/Nitrogen with minimal ozone and high Carbon dioxide.

Oceans: 40%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 200 years

Technology: 8

Culture: Standard. Floraunas typically live in large colonies. If any intruders are detected in their colony, the Florauna will not stop attacking them until they capture at least one of them to offer as a

sacrifice to the colony's chief. It is said that Florauna are very protective of their land and will attack any plant or animal.

Government: Tribal Leader

Population: 31 billion

Home System:

Number of Stars: 1, Xenon

Star Type: K

Planetoid Belts: 0

Inner Planets: 0

Middle Planets: 2

Outer Planets: 1

## Galilean



Type: Humanoid Mineraloid, Galil Sapiens

**Physical Traits:** Galileans are bulky, gravity-controlling, rock armoured aliens. They are reddish-brown in colour and have a red/orange core on the centre of their chest, and have four reddish-brown fingers and three grey toes. They have black markings on their face, as well as a big mouth. When rolled up into their planetary sphere form, it is notable that their rocky plating fuses to resemble continents with their black markings looking similar to oceans; their core is hidden as well as a result. Galileans do not live on planets, as they themselves are tiny planets. They live in space and orbit their sun. Galileans are known to be wise and patient.

They have the ability to manipulate gravity; to either make objects lighter than air or incredibly heavy. Galileans can levitate via gravity manipulation. They can also change its direction, causing targets to fly upwards or horizontally, as if they are falling. Additionally, targets can be made to fly in the air at great speed. Galileans can make objects orbit around them and can

roll up into a planetary sphere. If a Galilean takes large amounts of damage to their core, they could meltdown and explode, much like an actual planet.

Height: 7 ft

Weight: 480 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

INT: 3D6, WIS: 3D6, STR: 5D6, DEX: 3D6, CON: 5D6, CHA: 3D6, MR: 3D6, HPs: CON +D20

Feeding Habits: Photosynthesis

Lifespan: Unmeasured

Technology: 7

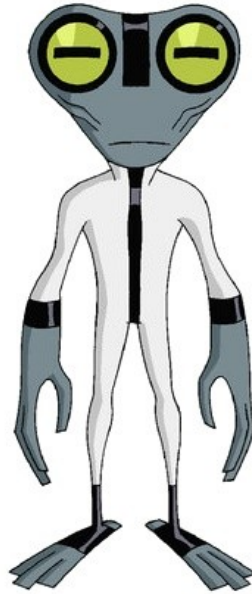
Culture: Enlightened, truly kind race with little violence or hatefulness.

Government: None

Population: 615 million

Home System:  
None

## Galvan



Type: Humanoid Frog, Galva Sapiens

**Physical Traits:** The Galvan are an amphibious, insectivorous species from the planet Galvan Prime, until it was destroyed and they rebuilt it, renaming it Galvan Mark II. The Galvan are a species of small bipedal frog-like amphibians. Their bodies consist of soft and flexible bones, allowing them to squeeze into tight spaces or quickly escape from danger. The Galvan have large, bulbous, green eyes with thin lines for pupils. Unlike humans, Galvan eyelids close horizontally and from both sides of the eye. Female Galvan grow thin tendrils on their head. Male Galvan don't until they are adults.

The Galvan are naturally extremely intelligent, and can enter complex machines and operate them from the inside. This allows them to understand and operate virtually any machine, even if they've never seen it before. Their intelligence also allows them to understand intricate codes and languages.

When the situation requires it, the Galvan are able to jury-rig or improvise weapons and emergency repairs, using whatever materials that they have on hand, like loose change, belt buckles, shoelaces, etc. With the microscopic pads that cover their bodies, the Galvan can stick to almost any surface. Their slime makes them equally difficult to grab. Not built for combat, the Galvan can evade and outsmart their enemies, rather than fight them head on.

The Galvan have teeth sharp enough to produce a painful bite. Similar to frogs, the Galvan have long sticky tongues which they use to capture insects for food. They also have gills and are amphibious. A Galvans' main brain has the appearance of a glowing green sphere, which is able to survive completely separate from their body and speak. In *For a Few Brains More*, Max and Rook explain that Galvans also possess a pre-brain, which handles basic bodily functions, much like the medulla oblongata does for the human brain. However, this pre-brain is simplistic and childish.

The Galvan are the creators of much of the great technology and made many discoveries in the universe, such as:

- Potis Altiare
- Ascalon
- Omnitrix
- Unitrix
- Prototype Omnitrix
- Ultimatrix
- Galvanic Mechamorphs
- Null Guardians
- The Null Void
- Anti-Gravity Projector
- Primus
- Voliticus Biopsis
- Universal Translators

- Mechamorph Armour
- Rebuilt Galvan Prime
- Proto-Tool
- Proto-Tech Armour
- Galvan Jetpack
- Life-Form Lock Microchip
- Shrink Ray
- Galvanian Skeuomorph

Height: 2 ft

Weight: 180 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg, Infant Galvan look like tadpoles; they have tails and lack legs, but they grow legs and shed their tails at a time they call "wisdom feet".

INT: 5D6, WIS: 5D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D4

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard

Oceans: 60%

Gravity: 100%

Feeding Habits: Insect

Lifespan: 4000 years

Technology: 10

Culture: Enlightened, truly kind race with little violence or hatefulness. The



Galvan originally had no empire to speak of, instead they were first being kept as pets and then employed by other species as industrial technicians, spies, and saboteurs once their intelligence became known. The Galvan were smart enough to keep the best secrets for themselves, eventually amassing enough knowledge to build a powerful empire of their own, based on the technology that they kept from the rest of the universe.

Government: Technocracy Council

Population: 4.5 billion

Home System:

Number of Stars: 1, Galvan

Star Type: M

Planetoid Belts: 5

Inner Planets: 1

Middle Planets: 5

Outer Planets: 6

## Galvanic Mechamorph



Type: Synthetic Artificial Robotic life form, Galvanos Sapiens

Physical Traits: The Galvanic Mechamorphs are a technological alien species accidentally created by the Galvans from Galvan Prime's moon, Galvan B. Galvanic Mechamorphs are a techno-organic species with a gel-like body composed of a nano-technological fluid metal substance. They have a green colour scheme and have one cyclopean eye in the center of their face. Their bodies are covered entirely in a circuitry pattern that can vary from Mechamorph to Mechamorph.

They can be slim, fat or muscular. Galvanic Mechamorphs can come in a variety of other forms as well, some of them resembling animals, and some appearing as trees and other plants. Some Galvanic Mechamorphs can come in different colours. Galvanic Mechamorphs can merge with technology, and use it as a body. They can upgrade technology, raising its sophistication level by merging with it and changing it into a more advanced stage by doing this.

Galvanic Mechamorphs can shoot a powerful optic beam. Galvanic Mechamorphs can shapeshift into

technology they have touched at least once. If they are blown apart, they can gather together their liquidy body and reform. Galvanic Mechamorphs have the ability to manipulate the environment of Galvan B. By merging all together, they can reform Galvan B if it is destroyed.

While Galvanic Mechamorphs are masters of the mechanical, their merging powers are useless on organic creatures with only the few exceptions being those who already have technology integrated into their organic systems. Galvanic Mechamorphs are sensitive to magnetic fields. Galvanic Mechamorphs are weak against electricity (being living metal), as shown in "Tourist Trap" when Upgrade was battling the Megawatts. Galvanic Mechamorphs are vulnerable against Malware's absorption abilities and can be affected by technorganic viruses.

Height: Variable

Weight: Variable

Mobility: Variable

Sensory Organs: Visual

Communication: Vocal

Reproduction: Osmosis

INT: 5D6, WIS: 5D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D20

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard

Oceans: 60%

Gravity: 100%

Feeding Habits: Energy

Lifespan: Unmeasured

Technology: 10

Culture: Enlightened, truly kind race with little violence or hatefulness. The Galvanic Mechamorphs were first brought to life as a complete accident. Galvan B was originally an uninhabited moon, orbiting Galvan Prime. Galvan scientists, lead by Azmuth, were originally working on a project to make Galvan B habitable, but it went farther than intended when a sentient new species came to life.

It didn't take long before the first Galvanic Mechamorphs came to join the galactic community and meet their creators in person. Azmuth and the Galvan were surprised by the unexpected result of their experiment on Galvan B. With their help they built a great civilization within days. The Helix also created Malware, an incomplete Mechamorph by accident whose life code was corrupted and interrupted during creation.

Government: Technocracy

Population: 31 billion

Home System:

Number of Stars: 1, Galvan

Star Type: M

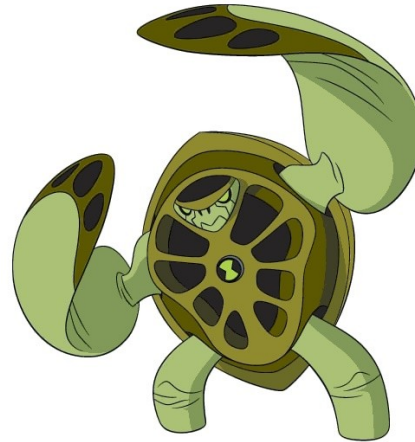
Planetoid Belts: 5

Inner Planets: 1

Middle Planets: 5

Outer Planets: 6

## Geochelone Aerio



Type: Humanoid Terrapin, Geochel Sapiens

**Physical Traits:** Geochelone Aerios are a green turtle-like species with eight holes in their torsos. They have large, flipper-like arms, small stumpy legs and white eyes with no pupils. They also have lines going down their eyes.

Geochelone Aerios can retract into their shells and blow powerful winds out of the holes on their torsos. They have holes in their hands, containing retractable claws. Geochelone Aerios can fly by blowing air through their torso holes to push themselves along. When flying or creating wind, their fins become triangular and their legs combine into a similar shape. Their appendages then rotate with the shell staying static and suspended.

Geochelone Aerios are immune to mana attacks but can learn to use magic.

Geochelone Aerios are strong enough to throw a car.

Height: 6 ft

Weight: 280 lbs

Mobility: Legs

Sensory Organs: Visual

Middle Planets: 4

Communication: Vocal

Outer Planets: 1

Reproduction: Sexual

INT: 3D6, WIS: 4D6, STR: 6D6, DEX:  
3D6, CON: 3D6, CHA: 3D6, MR: 3D6,  
HPs: CON +D20, AC: 1

Orbit/Climate: 1 AU. Very stable,  
elliptical (oval) orbit, warmer twice  
every local year.

Atmosphere: Standard

Oceans: 80%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 100 years

Technology: 8

Culture: Enlightened, truly kind race  
with little violence or hatefulness.  
Geochelone Aerios are non-violent and  
prefer to spend their time eating grass  
and debating philosophy with each other.  
Geochelone Aerios appear to enjoy  
gathering in groups.

Government: Council

Population: 5.5 billion

Home System:

Number of Stars: 1, Aldabra

Star Type: K

Planetoid Belts: 6

Inner Planets: 0

## Gimlinopithecus



Type: Humanoid Yeti, Gimlino Sapiens

**Physical Traits:** Gimlinopithecus are large, muscular, furry, yeti-like creatures. They have bolts on different parts of their body, and so far they have been on their wrists and neck.

Gimlinopithecus faces are grey. Male Gimlinopithecus tend to have yellow fur, with black fur on their limbs and white fur bordering these areas. Female Gimlinopithecus have a higher proportion of white fur on their body, and are a paler shade of yellow and don't have black fur. They also have a more feminine figure. Similar to Cerebrocrustaceans, Gimlinopithecus can release strong, yellow electrical charges from their hands, mouth and body, capable of shocking a creature much larger than them. By covering objects with their electricity, Gimlinopithecus can telekinetically move them. Gimlinopithecus are rather agile, and can run on all fours. Their thick fur protects them if they wander too far into the frozen zone, while their electric field can temporarily shield them from the cosmic radiation if they find themselves in the irradiated areas.

Gimlinopithecus have enhanced strength. Even though, they resist both to cold temperatures and cosmic radiation, these can still be lethal to them after a period of time.

Height: 7 ft

Weight: 250 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 4D6, DEX: 4D6, CON: 4D6, CHA: 3D6, MR: 4D6, HPs: CON +D12

**Orbit/Climate:** 1 AU. Extremely erratic, retrograde, elliptical orbit, unpredictable, harsh and violent temperature changes. Pattersonea A orbits a massive white star, and is constantly bombarded by the stellar wind. The stellar wind compresses the planet's relatively weak magnetic field almost completely on the "day" side, leaving the surface exposed to lethal radiation.

Fortunately for the inhabitants, Pattersonea A rotates very slowly, so that by adopting a nomadic lifestyle, they can remain in the habitable zone between the high radiation and the freezing temperatures of the dark side. The long night is illuminated by shifting auroras from the stellar wind.

**Atmosphere:** Standard and volatile Nitrogen/Carbon dioxide with fierce winds.

Oceans: 50%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 140 years

Technology: 8

Culture: Standard. Due to the lethal zones on their home planet, Gimlinopithecus adopted a nomadic lifestyle.

Government: Patriarchy

Population: 5.5 billion

Home System:

Number of Stars: 1, Pattersonea

Star Type: G

Planetoid Belts: 1

Inner Planets: 2

Middle Planets: 5

Outer Planets: 1

## Gourmond



Type: Humanoid Frog, Gourmos Sapiens

Physical Traits: Gourmands are a small species with short stubby limbs, four-fingered hands, three-toed feet, six tubular growths on the back of their head, and three sets of gill-like markings on their face. Two sub-species of Gourmands have yellow eyes and have at least three tongues.

Perk Gourmands are green all over, with a darker shade of green on the top of their head, and the same color all over their backs and hands. They have very crooked teeth that appear outside the top of their mouth, forming an over-bite. Perk Gourmands wear metal cups on their heads like helmets, and fight with spoons.

Murk Gourmands are swampy-green, have tan bellies and muzzles, black digits and black-green spots on their tails, limbs, hips and back. Their eyes are sharper and pupil-less. Also, their teeth are now more aligned with visibly sharp canine teeth that appear outside the bottom of their mouth, an under-bite. Murk Gourmands wear metal saucers to protect their heads and fight with forks.

The third sub-species of Gourmands is the Queen. So far she is the only example of a female of the species.

Gourmands have strong eating abilities, with seven acid-filled stomachs, diamond-hard teeth, elastic stomachs, bellies and mouths and 4 long, adhesive tongues. Every Gourmand stomach, is linked to the Bladder Dimension. Therefore, they can eat virtually any amount of substance. This is termed as Swarm Gastronomy. This also means that every Gourmand stomach is linked to each other, which is why Upchuck was able to feel the pain and distress of the Gourmands, even from across the galaxy.

Gourmands are able to eat anything inorganic like metal, rocks, etc. Gourmands can swallow very large objects and digest them in seconds. This means that even a planet can provide sustenance for the Gourmands. Gourmand tongues can be used offensively to throw objects or grapple an opponent. They've proven to be strong enough to pull down warships and heavy machinery. It is still debatable if Gourmands are able to consume organic matter, though they can at least engulf it. After digesting something, Gourmands can vomit glowing spheres of acid that explode upon contact with considerable destructive power.

It has been shown that Murk Gourmands are able to swallow energy and redirect it. Gourmands have great stamina and can take a surprising amount of punishment for a creature of their size. Gourmands can spit out slime. Gourmands can expel their breath downward in order to fly, using their belches like rocket thrusters. Gourmands

can survive in space as seen after they ate their planet, they propelled themselves through space in search of another.

Height: 4 ft

Weight: 200 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 4D6, DEX: 3D6, CON: 5D6, CHA: 3D6, MR: 3D6, HPs: CON +D20

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard

Oceans: 50%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 150 years

Technology: 8

Culture: Standard, Perk Gourmands and Murk Gourmands do not normally get along with each other, due to their differing mindsets, though normally every Gourmand will obey and protect the Queen Gourmand without question. Perk Gourmands are considered more thought-oriented and defense-minded, while Murk Gourmands are considered

more action-oriented and attack-minded. Generally speaking, Gourmands are not an aggressive race as their main thoughts revolve around eating. The mere mention of food is enough to distract Gourmands. Given the chance, a Gourmand will begin snacking on any kind of material in its vicinity.

Government: Monarchy

Population: 6.5 billion

Home System:

Number of Stars: 1, Peptos

Star Type: K

Planetoid Belts: 6

Inner Planets: 1

Middle Planets: 5

Outer Planets: 1

## Ickthyperambuloid



Type: Humanoid Fish, Ichkthyp Sapiens

Physical Traits: Ickthyperambuloids are a small, blue fish-like aliens. They have stubby fins for arms, a shark-like dorsal fin, and a pair of thin, spindly legs jutting from their underside. They have a wide mouth with an underbite, and gills on their cheeks. Ickthyperambuloids have slippery bodies and can breathe underwater.

Height: 5 ft

Weight: 130 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D8

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.



Atmosphere: Standard

Oceans: 90%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 80 years

Technology: 8

Culture: Standard

Government: Corporation

Population: 3.5 billion

Home System:

Number of Stars: 1, Gilli-Perambulous Promenade

Star Type: K

Planetoid Belts: 5

Inner Planets: 1

Middle Planets: 5

Outer Planets: 2

## Incursean



Type: Humanoid Toad

**Physical Traits:** The Incurseans are a race of toad-like aliens who are intergalactic conquerors. They often make frog sounds. Male Incurseans have either slim bodies, warty toad-like heads and yellow eyes or larger forms with an even greater toad-like appearance. Female Incurseans look very little like the males aside from the wart-free green skin, yellow sclera with red pupiled eyes and slightly large mouth. They only have three fingers. Incurseans have a frog-like tongue that is long and sticky. They also have enhanced jumping abilities, like frogs. Incurseans appear to be very sensitive to smells like burning rubber, compost, and fire, which causes them to faint.

Height: 5 ft

Weight: 160 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D8

Feeding Habits: Omnivore

Lifespan: 70 years

Technology: 9, In combat, Incurseans use blasters and wear blue, or white, armour. To travel, Incurseans possess Spaceships and small fighter ships. The Incurseans make use of hover-tanks and giant wheel-like vehicles that were armed with cannons. These were seen during the Incursean invasion of Earth.

Culture: Hostile. Intolerant and aggressive, held in check by strong social customs. The Incurseans are a technologically advanced toad-like species from a planet that was destroyed long ago. The Incurseans have been a violent, spacefaring race for millennia. Their original homeworld was divided into many factions in an eons-long civil war. A millennia ago, a warrior attempted to reunite the planet with the power of Ascalon, which he stole from Azmuth.

The result of misusing the sword's power, however, was the destruction of the Incursean homeworld. Despite their homeworld's destruction, the Incurseans survived. Under the command of their tyrannical leader, Lord Emperor Milleous, the Incurseans have stepped up their game to become even more hyper aggressive warrior-gangsters out for domination of the universe. Princess Attea, who had attempted to overthrow Milleous in her youth, worked her way back into her father's good graces. She became a general and was given command of the Incurseans' celebrated

Calaveras Legion. Attea had a plan to take over the throne, using the Earth and Ben Tennyson, which succeeded. She is now in charge of the Incurseans.

Government: Military Dictatorship

Population: 56 billion

Home System:

Number of Stars: 1, Hydraius

Star Type: K

Planetoid Belts: 6

Inner Planets: 0

Middle Planets: 0

Outer Planets: 1

## Kineceleran



Type: Humanoid Velociraptor, Kinecel Sapiens

**Physical Traits:** Kinecelerans have blue faces and skin. They have long, prehensile tails that may or may not have black stripes on them. Their arms end in three fingered hands. Their feet have wheels on them, which enables them to travel quickly. They have white eyes and masks which can cover their faces. They typically wear helmets, which are usually are black, long, elliptical, and pointed at the top. These helmets can have visors or glasses.

Some Kinecelerans lack helmets, instead having alternate headwear covering their scalps. They have black lips, black facial markings, and black rings around their eyes. They have no pupils. Some Kinecelerans have claws instead of fingers. Kinecelerans live their lives in a constant rush. They are gangly and naturally awkward. Kinecelerans are prone to acting without thinking. Kinecelerans are able to reach extreme speeds by manipulating friction, enabling them to run up walls. Kinecelerans are able to create tornadoes by generating a centripetal vacuum, either by running in a circular pattern or

spinning at high speeds. Kinecelerans have very high dexterity, able to type on keyboards or keypads at high speeds. Kinecelerans with claws can use them to cut through many materials.

Kinecelerans have prehensile tails. Kinecelerans can't run on non-solid ground like mud, ice and especially water (which causes a major shock from the static buildup). Most Kinecelerans do not have the disposition to stop and come up with a strategy.

Height: 6 ft

Weight: 120 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: (2 +D6) x 100kph, HPs: CON +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard

Oceans: 30%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 80 years

Technology: 9

Culture: Enlightened, truly kind race with little violence or hatefulness.

Government: Religious Council

Population: 5.7 billion

Home System:

Number of Stars: 1, Kinet

Star Type: K

Planetoid Belts: 5

Inner Planets: 1

Middle Planets: 5

Outer Planets: 5

## Lepidopterran



Type: Insect, Lepidop Sapiens

Physical Traits: Lepidopterrans are an insectoid species with four insect-like flat legs and two arms whose hands have three clawed fingers. They have four pedunculated eyes that are quite small, but grow larger and gain pupils with age. These eyes are linked directly to the sides of their head. Their wings are very fragile with lines on them.

Infant Lepidopterrans have large eyes with pupils and have much smaller wings. They look like an insect larva with human head and hair but with Lepidopterran teeth.

Lepidopterrans are extremely acrobatic flyers, able to pull off amazing manoeuvres of precision and grace. Lepidopterrans are extremely agile, able to avoid most attacks while attacking the opponents. Lepidopterrans have a large variety of attacks like goo spitting, blowing nauseous gas and stinging their opponents. Lepidopterrans are stronger than humans. Although their exoskeleton body is fairly strong, Lepidopterran wings are very fragile. Water is especially a problem for Lepidopterrans,

as it can render them incapable of flight if too much gets on their wings. Lepidopterrans are unable to swim well due to the small surface area of their legs. Lepidopterran goo can be neutralized by a Buglizard's fog.

Height: 5 ft

Weight: 130 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Pollination

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 2D6  
walk/6D6 fly, HPs: CON +D12

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard

Oceans: 40%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 130 years

Technology: 8

Culture: Standard

Government: Religious Council

Population: 46 billion

Home System:

Number of Stars: 1, Lepidopterra

Star Type: O

Planetoid Belts: 3

Inner Planets: 0

Middle Planets: 4

Outer Planets: 1

## Loboan



Type: Humanoid Wolf

**Physical Traits:** Loboans have grey or brown fur, some have a long flowing mane, and a bushy tail, with three or four sharp claws on each hand. One of them serves as the thumb, while the others serve as the fingers. Their jaws have four hinges and can open outward. The inside of a Loboan's mouth has been shown to be purple, green or red.

Loboans can emit a powerful ultrasonic howl by opening their quadra hinged muzzle. This can either cause considerable damage to his targets, reflect incoming projectiles, or propel themselves like a booster rocket.

Loboans have enhanced senses of smelling and hearing, as well as agility, speed, and strength. Loboans have formidable claws, fangs, and strength. The claws on their feet can grasp like hands.

Height: 6 ft

Weight: 200 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 4D6, DEX: 4D6, CON: 4D6, CHA: 3D6, MR: 3D6, HPs: CON +D12

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard

Oceans: 5%

Gravity: 100%

Feeding Habits: Carnivore

Lifespan: 100 years

Technology: 8

Culture: Standard

Government: Tribal

Population: 3.1 billion

Home System:

Number of Stars: 1, Anur Transyl

Star Type: K

Planetoid Belts: 0

Inner Planets: 0

Middle Planets: 4

Outer Planets: 1

## Merlinisapien



Type: Humanoid Salamander, Merlini Sapiens

**Physical Traits:** Merlinisapiens are a chameleon-like alien species. No off worlders know what the Merlinisapien home planet looks like since it is impossible to find. Merlinisapiens resemble mottled purple salamanders, but are larger and sometimes walk on two legs. They have three triangular eyes. They have slender limbs with three toes on their back feet and four fingers, as well as wide mouths. A retractable stinger is concealed within their tails.

Male Merlinisapiens have one red, one green and one blue eye while females have one yellow, one magenta and one cyan. Albedo as ChamAlien is an exception, his eyes are all red. Female Merlinisapiens are more humanoid than males. Merlinisapiens are able to blend in with their surroundings, although they cannot replicate bright light conditions, so shadows remain visible.

Merlinisapiens are extremely agile and flexible, as well as being strong enough

to fight and outmatch a Vulpimancer or someone like Kevin in battle, as well as destroy a pillar holding up a ceiling and pushing trucks with ease. Merlinisapiens possess a stinger on their tails and are very slippery. Their differently coloured eyes allow Merlinisapiens to see other Merlinisapiens when they are invisible. Despite being able to appear invisible, a Merlinisapien's shadow is still visible. Like all living beings, Merlinisapiens can be sensed via mana.

Height: 6 ft

Weight: 190 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 4D6, DEX: 4D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D10

Orbit/Climate: Unknown

Atmosphere: Unknown

Oceans: Unknown

Gravity: Unknown

Feeding Habits: Omnivore

Lifespan: 120 years

Technology: 8

Culture: Standard

Government: Unknown

Population: Unknown

Home System:

Number of Stars: Unknown

Star Type: Unknown

Planetoid Belts: Unknown

Inner Planets: Unknown

Middle Planets: Unknown

Outer Planets: Unknown

## Methanosian



Type: Humanoid Plant, Methanos Sapiens

**Physical Traits:** Methanosians are a humanoid plant-like alien species with a green and black colored body with root-like feet, seemingly holding rocks. Also, their shoulders and head have red and yellow petals. Methanosians can either have four or five fingers. Methanosians are taller than an average human and have a distinct rotten stench that worsens with heat.

A Methanosian's voice is very stuffy and nasally because they do not have noses. So far, only males have been seen. It is unknown what females look like. Before they hit puberty, they have black faces and their petals and facial structure are different. But at some point in life, they slowly blossom in their mature form. Methanosians evolved from carnivorous swamp plants. At some point, Methanosians evolved into herbivores.

Methanosians have a wide array of powers, such as regeneration powers, the ability to slip through tight spaces,



enhanced strength, chlorokinesis, stretching, and the ability to alter their body. They can generate and blast flames of various amounts of heat and intensity through their hands and mouths via igniting the methane in their bodies, with enough precision to melt a metal cage without harming the people inside.

Their methane is strong enough to knock a human unconscious. Methanosians have limited flight by launching fire as jet propulsion. Methanosians have a high degree of chlorokinesis, to the point where they can make them turn into large, elongating tentacles that subdue enemies. Methanosians are able to manipulate their biological agriculture to stretch their limbs, change their shape, or grow extra limbs and tentacles.

Methanosians can reattach detached body parts by manipulating their vine-like "veins" to reach out and meld with the insides of the detached limb. Methanosians could instead regenerate a lost limb or reform if destroyed and their body parts are close enough. Methanosians have superhuman strength, enough to push over a Highbreed weather tower with leverage, such as by turning their feet into roots that run into the ground. Methanosians has a form of enhanced speed.

Methanosians can channel their flames into a concentrated fireball or fire beam, tunnel underground and burst in a coating of flames. Methanosians are capable igniting their hands for "flaming fists", creating a ring of fire, and causing thorny vines to sprout from the ground. Methanosians are able to ignite plants they are controlling. If a Methanosian is attacked while regenerating, the regeneration halts. Methanosians can be

frozen, though they can thaw out by igniting their methane.

Height: 6 ft

Weight: 180 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Pollination

INT: 4D6, WIS: 4D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D12

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard and parched Oxygen/Nitrogen with minimal ozone and high Carbon dioxide.

Gravity: 100%

Feeding Habits: Herbivore

Lifespan: 280 years

Technology: 8

Culture: Enlightened, truly kind race with little violence or hatefulness.

Government: Tribal

Population: 55 billion

Home System:

Number of Stars: 1, Methanos

Star Type: M

Planetoid Belts: 5

Inner Planets: 2

Middle Planets: 5

Outer Planets: 6

## Necrofriggian



Type: Humanoid Moth, Necrofrig Sapiens

**Physical Traits:** Necrofriggians are a genderless, insectoid species with wings and antenna that can fold up into a hooded robe (much akin to a poncho), giving them the appearance of a phantom. Necrofriggians have a blue body with black and white spots on their arms and legs that resemble ice chunks, a light blue torso and large pale green eyes. They have three pointed fingers and a thumb on each hand and two toes on each foot and a third toe-like extension on their ankles.

Necrofriggians from Mykdl'dy have much paler skin than Necrofriggians from Kylmyys and they also have blue eyes. Newborn Necrofriggians have an appetite for metal and will first eat the nest, before they instinctively fly to Kylmyys (if they aren't on it already). Mykdl'dy Necrofriggians are known to be devoted to sacred objects, such as a shrine on Mykdl'dy, the desecration of which they see as sacrilege.

Necrofriggian can exhale ice generating gas or force wind that can either cause

ice to form mid air, on a target or targeted area, or turn a target to ice. They are also capable of using their hands and touch to freeze targets or to generate ice constructs. They are also capable of moving or phasing through objects, which they are able to turn to ice if they choose to.

In addition, their ability to become intangible allows them to float, levitate and glide. Necrofriggians can survive the vacuum of space, extreme heat or cold and underwater. A Necrofriggian's intangibility is useless against opponents who can also turn intangible, such as Ectonurites or other Necrofriggians, as their intangibility cancels out. Necrofriggians are vulnerable to their natural predator, the Psycholeopterran.

Height: 7 ft

Weight: 180 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Necrofriggians breed asexually by laying eggs once every 80 years. They build a nest out of large amounts of metal, from which their egg will hatch, ranging from a few to many.

INT: 3D6, WIS: 3D6, STR: 4D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D20

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Exotic and dense thick atmosphere of ammonia and methane.

Oceans: 50%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 180 years

Technology: 8

Culture: Standard

Government: Tribal

Population: 15 billion

Home System:

Number of Stars: 1, Kylmymys

Star Type: K

Planetoid Belts: 5

Inner Planets: 2

Middle Planets: 5

Outer Planets: 5

## Nemuina



Type: Humanoid, Nemuni Sapiens

Physical Traits: Nemuina are a fairy-like with blue skin. They have purple fairy-like wings and purple hair. They have two, three-fingered hands, and their feet have two toes on them. Nemuinas speak with a trilling voice. Nemuinas can produce a dust from their fingers and those who inhale it go to sleep, and induces a dream state. Nemuinas can enter and manipulate dreams. Nemuinas can fly and have enhanced speed and agility.

Height: 2 ft

Weight: 50 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 2D6, DEX:  
4D6, CON: 3D6, CHA: 3D6, MR:  
3D6/6D6 flight, HPs: CON +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 60%

Gravity: 100%

Feeding Habits: Herbivore

Lifespan: 90 years

Technology: 7

Culture: Enlightened, truly kind race with little violence or hatefulness.

Government: Hive

Population: 15 billion

Home System:

Number of Stars: 1, Nemunimos

Star Type: K

Planetoid Belts: 5

Inner Planets: 2

Middle Planets: 1

Outer Planets: 5

## Nosedeenian



Type: Humanoid Battery, Nosedeeni Sapiens

Physical Traits: Nosedeenians, commonly known as Megawatts, are mischievous little creatures composed of electrical energy who have the physical form of anthropomorphic batteries. Nosedeenians are black and yellow, white or green, with plus and minus symbols on their back (+ and -), similar to a battery, and they have a lightning bolt-shaped marking on their chest. They stand roughly a foot tall, have pointy legs, and have three fingers on each hand. Nosedeenians can control, siphon and absorb electricity and can inhabit electrical devices, controlling them from the inside.

They even turn into electricity, allowing them to vanish and move through anything that has electricity, usually causing any electronics to malfunction and fry when they pass through it. They are capable of moving at great speeds and are able to seamlessly fly. Nosedeenians grow stronger by absorbing electricity and can multiply if split in half, or if they have enough power. It should be noted that when the one Ben first encountered split, both it and its clone seemed to be surprised, as

if they didn't know they were capable of doing it. Nosedeenians are surprisingly strong for their size.

Another notable ability is that the noises Nosedeenians normally use to communicate with, at a certain pitch and volume, can be used as a sonic scream which can shatter glass, however they were only seen doing this as a large group. Being made from electrical energy, Nosedeenians are weak against things that ground it (water being a chief example), and they are powerless against insulators. They are also vulnerable to those who can absorb electricity, like Conductoids or Phil. After their energy is drained, they fall asleep.

Height: 1 ft

Weight: 10 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Battery egg

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D8

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Feeding Habits: Energy

Lifespan: Unmeasured

Technology: 9

Culture: Standard, Nosedeenians exist to have "fun," which in their case is to cause trouble wherever they go. While they cause a lot of damage, Nosedeenians do not seem to be evil, and in fact are not openly hostile to humans, merely lacking any self-control or sense of the danger they may be causing. Nosedeenians will openly attack if they are provoked. The Nosedeenian language consists of a series of high-pitched squeaking and chirping noises.

Government: None

Population: 1 billion

Home System:  
Nosedeen Quasar

## Opticoid



Type: Humanoid Reptilian, Opticos Sapiens

Physical Traits: Opticoids are tan-coloured, reptilian/humanoid creatures. They have at least seventeen eyes scattered across their muscular upper body. Their face consists of only a mouth and two bat-like ears that dominate most of their head. Their legs are slightly bulky, and they have four fingers and three toes. Opticoids can fire energy blasts from their eyes.

By joining two or more eyes together, they can fire alternate types of blasts, such as a freeze ray, by merging three on their shoulder. They can also produce a beam of fire as well. They can also shoot sticky eye goo. Their most powerful ability is signalled by all the eyes but the one on their chest vanishing. Their chest eye then stretches out and fires a very powerful and super concentrated energy blast.

Height: 6 ft

Weight: 150 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 3D6, DEX:  
3D6, CON: 3D6, CHA: 3D6, MR: 3D6,  
HPs: CON +D12

Orbit/Climate: 1 AU. Very stable,  
elliptical (oval) orbit, warmer twice  
every local year.

Atmosphere: Standard

Oceans: 40%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 90 years

Technology: 8

Culture: Standard

Government: Council

Population: 3.1 billion

Home System:

Number of Stars: 1, Sightra

Star Type: O

Planetoid Belts: 6

Inner Planets: 3

Middle Planets: 6

Outer Planets: 3

## Orishan



Type: Humanoid Mollusc, Orisha  
Sapiens

Physical Traits: Orishans are a species of naturally armoured red molluscan aliens from the Andromeda Galaxy. They have two large eyes or four splitted eyes. They have small grey spikes and black spots on the back of their legs and shoulders. Orishans have hoods over their heads, with a retractable visor. In addition to their armoured exoskeleton, which protects their body from damage and even radiation, Orishans can absorb moisture through the port holes in their hands. They can also launch pressurized water blasts from these same holes. Orishans are able to manipulate water and even mold it into a wide variety of shapes. Although their armoured exoskeletons are nigh-impervious to physical damage, they seem to be vulnerable to energy-based attacks.

Height: 5 ft

Weight: 200 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

INT: 3D6, WIS: 3D6, STR: 3D6, DEX:  
3D6, CON: 3D6, CHA: 3D6, MR: 3D6,  
HPs: CON +D20, AC: 1

Orbit/Climate: 1 AU. Very stable,  
elliptical (oval) orbit, warmer twice  
every local year.

Atmosphere: Thin and volatile Nitrogen/  
Carbon dioxide with combustible  
volatiles.

Oceans: 50%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 100 years

Technology: 8

Culture: Standard

Government: Democracy

Population: 46 billion

Home System:

Number of Stars: 1, Orisha

Star Type: K

Planetoid Belts: 6

Inner Planets: 0

Middle Planets: 4

Outer Planets: 1

## Petrosapien



Type: Humanoid Mineraloid, Petro  
Sapiens

**Physical Traits:** Petrosapiens are a species of silicon-based lifeforms from the planet Petropia. Petrosapiens are made of a green/blue diamond-like material. They are a little taller than humans. They have four digits on their hands and none on their feet. Male Petrosapiens have a spike on the back of their semi-cubic head and two to six on their back; females don't. Petrosapiens are highly resistant to most physical attacks and are physically enhanced due to their crystalline bodies.

Petrosapiens are able to alter their bodies into crude tools, such as blades, as they can generate crystalline substance on their bodies, which can allow them to regenerate unless they break completely. Petrosapiens are able to shoot crystalline shards at rapid speed, generate blades that cut through most materials, and causing large, almost mountainous formations under their control, to manifest and spike out, either from their



projectiles or from walls and the ground itself, as well as other structures. They can even generate these formations, such as giant spikes, from their own bodies, as well as retract them. Being living prisms, Petrosapiens can refract, absorb and redirect light and energy beam, channelling them through their bodies and projecting them back at their source.

Neither Petrosapiens nor their crystalline constructs are invulnerable and can crack and break like glass if they are exposed to sonic vibrations or are impacted with enough force. Certain ultra-high-pitched sound waves can cause them to completely shatter and might even fall unconscious. The two shards on their back can leave Petrosapiens stuck to a wall or on other surfaces that they get knocked into.

Height: 7 ft

Weight: 290 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

INT: 3D6, WIS: 3D6, STR: 4D6, DEX: 3D6, CON: 4D6, CHA: 3D6, MR: 3D6, HPs: CON +D20, AC: 2

Orbit/Climate: 1 AU. Slightly erratic, elliptical orbit, warmer twice a year, temperature changes rapidly over hundreds of years.

Atmosphere: Thin and tainted Oxygen/Nitrogen/Carbon Dioxide with toxic contaminants.

Oceans: 10%

Gravity: 100%

Feeding Habits: Rocks

Lifespan: 140 years

Technology: 8

Culture: Standard. The Petrosapien race originally dwelled beneath Petropia's surface. After several centuries of warfare, a giant hole was accidentally ripped in the surface of Petropia, revealing a universe far beyond Petropia's heretofore self-contained existence. With the inadvertent discovery of space, Petrosapiens began to stabilize their civilization and they began to explore the surface of Petropia and the rest of the universe.

Government: Tribal Council

Population: 1.5 billion

Home System:

Number of Stars: 1, Petrosapia

Star Type: K

Planetoid Belts: 4

Inner Planets: 1

Middle Planets: 3

Outer Planets: 1

## Piscciss



Type: Humanoid Fish, Piscci Sapiens

**Physical Traits:** Piscciss have multiple gills and an antenna on their head for deep sea diving. When young, their teeth are external, but they become internal as they get older. Their bodies are covered in protective scales with claws on their appendages. As a Piscciss grows older, the need for water will decrease, making them amphibious.

Piscciss are not picky eaters due to their steel bending jaws. Piscciss are incredible swimmers who are amazingly fast and agile in the water. A Piscciss huge mouth is filled with rows of razor-sharp teeth that can bite through almost anything. Their lower jaw unhinges, enabling Piscciss to hold large objects in their mouths. Piscciss use their claw-tipped fins to fight in a unique "zero gravity" style that makes them masters of aquatic combat.

Piscciss can easily withstand crushing pressure underwater. The tips of their antennae can emit a bright light, enabling them to see in dark areas. A Piscciss greatest weakness is that they cannot stay on land for too long. If a

Piscciss wants to stay on land, they would require water to keep them from dehydrating. If they don't have water while on land, they could die. Piscciss have been seen wearing devices around their necks that supply water for their gills, allowing them to walk on dry land without dehydrating.

Height: 7 ft

Weight: 180 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

INT: 3D6, WIS: 3D6, STR: 4D6, DEX: 4D6, CON: 4D6, CHA: 3D6, MR: 3D6, HPs: CON +D12

Orbit/Climate: 1 AU. Very stable, very elliptical orbit, gets hot and cold twice every local year.

Atmosphere: Standard and tainted Oxygen/Nitrogen with some contaminants.

Oceans: 90%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 140 years

Technology: 8

Culture: Enlightened, truly kind race with little violence or hatefulness.

Government: Democracy

Population: 51 billion

Home System:

Number of Stars: 1, Pisciss Volan

Star Type: M

Planetoid Belts: 5

Inner Planets: 1

Middle Planets: 1

Outer Planets: 3

## Polar Manzardill



Type: Iguana, Manza Sapiens

**Physical Traits:** Polar Manzardills are a species from the multi-terrained planet X'Nelli. Polar Manzardills are one of many types of Manzardill. They are large, blue/grey, lizard/fish-like creatures. Their arms are fairly long, with three-fingered hands and short legs that end in stumps. They have four shark-like fins and sharp teeth. They have small, squinted eyes and a black stripe around their eyes and face. Behind their eyes are pronounced scales and what appear to be gills.

Polar Manzardills can breathe freezing vapour, which are capable of freezing enemies, water, or cooling lava. This vapour is puffed out in small amounts when they talk. Only male Polar Manzardills have been seen, so it is unknown what female Polar Manzardills look like. Similar to Necrofriggians, Polar Manzardills are capable of exhaling a long-ranged freeze ray that isolates targets in ice on contact. The ray can create an icy path that they can skate across in a snowboard-like fashion. Polar Manzardills can survive in sub-freezing temperatures. If a Polar Manzardill uses

it's ice breath too much, it will have to catch up its breath before using it again.

Height: 5 ft

Weight: 230 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D10

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: None, the entire area is aquatic with some methane in the liquid.

Oceans: 85%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 80 years

Technology: 8

Culture: Standard

Government: Council

Population: 11 billion

Home System:

Number of Stars: 1, X'nelli

Star Type: K

Planetoid Belts: 0

Inner Planets: 0

Middle Planets: 4

Outer Planets: 1

## Polymorph



Type: Amoeboid, Polymos Sapiens

**Physical Traits:** Polymorphs are unicellular organisms that are generally green in colour, however they do come in different colours. They are gelatinous humanoids with a pointed head and an asymmetrical, drippy amoeba-like shape. Polymorphs can revert to a puddle, a shapeless mass or mimic the shape of something else. Physically harming a Polymorph is extremely difficult as solid objects and even energy passes through them without any damage.

Polymorphs have strong digestive acids, which can be used as an offensive weapon, either by smothering something or releasing a sort of corrosive gas. They can throw, spray and shoot either acidic, corrosive, or adhesive slime. They are shown to be quite strong, enough to overpower humans by submerging them in their own mass or by stretching over them. They can regenerate, rebuild and reconstitute themselves near instantly. The Anti-Gravity Projector is not native to the Polymorphs; they are for

Polymorphs that travel to planets with stronger gravity than Viscosia. The slime is normally in a humanoid shape with a pointed head, narrow eyes and spikes on their shoulders. The device allows them to increase their strength enough break apart Techadon Robots from the inside and effortlessly overpower humans. On planets with stronger gravity than Viscosia, Polymorphs are tied to their Anti-Gravity Projectors and lose control of their forms if they are separated from their projectors.

Height: Variable

Weight: Variable

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Osmosis

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit.

Atmosphere: Dense thick atmosphere which is predominantly oxygen and nitrogen.

Oceans: 4%

Gravity: 100%

Feeding Habits: Polymorphs are scavengers, dissolving and processing any unclaimed organic matter.

Lifespan: Unknown

Technology: 9

Culture: Enlightened, truly kind race with little violence or hatefulness. When their original home planet was destroyed under mysterious circumstances, the Polymorphs' scientific community sent explorers out into the universe to find a suitable planet to relocate their species. Viscosia was an uninhabited planet, it is here in the intense heat, among the unstable solids, that Polymorphs made it their new home planet.

Government: Council

Population: 21 billion

Home System:

Number of Stars: 1, Viscosia

Star Type: K

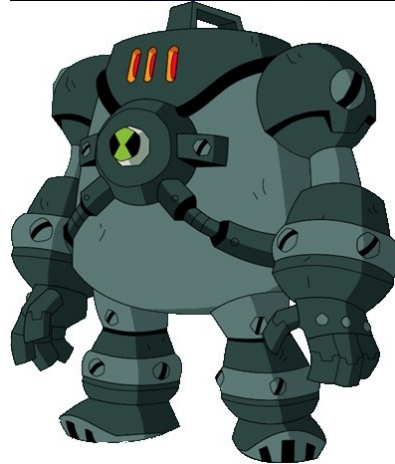
Planetoid Belts: 1

Inner Planets: 6

Middle Planets: 0

Outer Planets: 1

## Prypiatosian-B



Type: Humanoid Energy, Prypias Sapiens

Physical Traits: Prypiatosian-Bs are humanoid aliens which radiate pure, red, radioactive energy around their bodies. The energy Prypiatosian-Bs radiate enables them to generate intense heat, and melt through solid metal and rock by merely touching it. They are capable of firing highly radioactive energy beams which can corrode and melt metallic objects. They can channel heat through the ground, resulting in a massive geyser of lava. Prypiatosian-Bs can fly at high speeds. A Prypiatosian-B's power is greatly reduced whilst they are in containment suit. Prypiatosian-Bs

constantly give off radiation, making them dangerous to teammates.

Height: 5 ft

Weight: 80 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Osmosis

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D20

Feeding Habits: Prypiatosian-Bs feed by absorbing energy and the more they absorb, the bigger and stronger they become. They can also eat uranium too.

Lifespan: 90 years

Technology: 8

Culture: Standard

Government: None

Population: 22 billion

Home System:  
None

## Pyronite



Type: Humanoid Magma, Pryos Sapiens

**Physical Traits:** Pyronites are an extraterrestrial species of magma-based lifeforms from the planet-like star Pyros. Pyronites are a humanoid magma-based species that are composed of a bright inner magma body covered by dark red or brown rocks. As fire-based entities, their bodies radiate high amounts of heat. Their feet have a slight oval like design with only two toes and one back toe. Infant Pyronites are much smaller and thinner, and child aged Pyronites have oversized heads and higher voices.

Female Pyronites are basically the same as male Pyronites, except they have more curved figures and their chests slightly jut outward. Their arms are thinner than a male's. Their faces are longer and more curved. When infected with an Earth cold virus, the Pyronite's fire and lava turn blue. Pyronites are able

to generate flames from their bodies in many forms. They can form fire into any shape or make them explosive if they choose to. Their fire can become hot enough to melt a tank or a road. When infant Pyronites have a temper tantrum, their firepower becomes greatly magnified.

Pyronites can channel flames through other surfaces (such as large rocks) to generate jet propulsion, allowing them to 'surf' through the air. Pyronites are fireproof, as well as heat resistant and invulnerable to magma. They are also cold resistant and ice proof. Pyronites are not limited to simply creating fire; because their bodies are naturally heat convective, they are able to absorb heat, effectively allowing them to put out fires. Despite their weakness to water, Pyronites can swim and use their powers while submerged, but with a very low intensity. When infected with an Earth cold virus, Pyronites gain cryokinetic abilities while losing their pyrokinesis. In this state, they can fire ice beams and an ice ball that freezes everything it touches. If exposed to enough water or fire extinguishing substance, Pyronites will be extinguished, and must wait until they are hot again to use their abilities properly again.

Height: 6 ft

Weight: 170 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D20

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Dense thick atmosphere which is predominantly oxygen and nitrogen.

Oceans: 15%

Gravity: 100%

Feeding Habits: Rocks

Lifespan: 290 years

Technology: 8

Culture: Standard

Government: Council

Population: 23 billion

Home System:

Number of Stars: 1, Pyros

Star Type: K

Planetoid Belts: 1

Inner Planets: 2

Middle Planets: 5

Outer Planets: 4



## Revonnahgander



Type: Humanoid, Revonnas Sapiens

**Physical Traits:** Revonnahganders are feline-like violet furred aliens with pointed elf-like ears. Their hair can be black, white, or purple. They have cat-like pupils and large pointed upper canines. They have small black stripes on their arms. Young Revonnahganders have tails called bi'nthaks, which fall off at puberty. They are extremely difficult to remove and must be allowed to fall off naturally. Female teenage and some older Revonnahganders have purple lips, similar to lipstick. Revonnahganders consider using contractions as bad language. While this view is held by grammar linguists, Revonnahganders take this view very seriously.

Once young Revonnahganders part with their bi'nthak, their family will hold a Bi'nthakoid Ceremony where they will announce that the young Revonnahgander's childhood has ended

and that he/she will be able to choose their own name, giving their bi'nthak to any person they are named after. Before losing their bi'nthak, the Revonnahgander is referred to as 'Young One'. Revonnahganders that have their bi'nthak can use it as a third arm, although it takes a great deal of effort to control it. Despite having feline features, Revonnahganders are able to resist anyone with the ability to mind control cats. Revonnahganders are shown to have above average agility and can jump high distances. Due to having fur, Revonnahganders are uncomfortable in highly warm climates.

Height: 6 ft

Weight: 180 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D8

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 30%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 100 years

Technology: 9

Culture: Standard

Government: Democracy

Population: 23 billion

Home System:

Number of Stars: 1, Revonnah

Star Type: M

Planetoid Belts: 5

Inner Planets: 3

Middle Planets: 4

Outer Planets: 2

## Segmentsapien



Type: Humanoid Mineraloid, Segment Sapiens

**Physical Traits:** The Segmentasapiens' appearance is similar to a gorilla made out of building blocks. They are red, yellow, and blue with black lines all over their bodies. Their feet are curved at the back of them. Segmentasapiens have the ability of shapeshifting and can transform into a variety of shapes, such as a cage or net. If their body is broken, Segmentasapiens can regenerate. They can also survive explosions because of their regeneration ability.

Height: 7 ft

Weight: 280 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Unknown

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D20, AC: 1

**Orbit/Climate:** 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard and volatile Nitrogen/Carbon dioxide with fierce winds.

Oceans: 20%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: Unknown

Technology: 9

Culture: Enlightened, truly kind race with little violence or hatefulness. Segmentasapiens are one of the oldest lifeforms in the universe and are quite literally the building blocks of their civilization, capable of rearranging their matter at the sub-atomic level to create a vast variety of shapes and forms. They evolved this way in response to near-constant invasions of their strategically located homeworld, Polyominus, by seemingly every early warring alien species. To avoid detection by so many violent interlopers, Segmentasapiens began to transform themselves into the very architecture of their planet. In this way, they could remain hidden in plain sight as army after army over the centuries marched through or even occupied their eerily abandoned, medieval-style walled cities, finding not a single living creature—because the living creatures are the cities. Segmentasapiens are in fact so rarely seen in their true form. that many consider them to be only a myth.

Government: None

Population: 31 billion

Home System:

Number of Stars: 1, Polyominus

Star Type: K

Planetoid Belts: 1

Inner Planets: 0

Middle Planets: 6

Outer Planets: 2

## Spheroid



Species Name: Spheroid

Type: Humanoid Fish

Physical Traits: Spheroids are a reptilian/blowfish-species from the rainy planet Scalpasc. Spheroids are large, green, blow-fish/lizard-like creatures with tan undersides. As their species name suggests, they have round, fat bodies mostly dominated by their "head". They have stubby legs that end in stumpy feet, similarly shaped like that of a rhinoceros' foot. Their arms are short and end in bloated four-fingered hands, and they have a long lizard-like tail.

Their face consists of a large, jaw-filled mouth with black lips, which are cornered by round, yellow eyes. They also have 3 green "quills" on their forehead and two tan ones on their chin. Spheroids are able to expand to spew massive amounts of green, semi-adhesive slime. Also, their teeth are quite sharp. Spheroids can slip on their own slime and be shocked due to the fact it's highly conductive.

Height: 5 ft

Weight: 200 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard and volatile Nitrogen/Carbon dioxide with fierce winds.

Oceans: 80%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 90 years

Technology: 9

Culture: Standard

Government: None

Population: 3.1 billion

Home System:

Number of Stars: 1, Scalpasc

Star Type: K

Planetoid Belts: 6

Inner Planets: 0

Middle Planets: 4

Outer Planets: 1

## Sonorosian



Type: Humanoid Sound, Sonoros Sapiens

**Physical Traits:** Sonorosians are made of living sound waves, so they wear containment suits made of silicon. Sonorosians have robot and synthesizer-like voices. Sonorosians can emit sonic screams that range from audible to ultrasonic frequencies. These screams are capable of damaging machinery, stopping projectiles in mid-flight, and blasting enemies backwards. Sonorosians can duplicate themselves, like the Splexsons, but different in that the clones aren't linked in any way, allowing entire groups to be knocked out without harming the rest. Sonorosians can detect vibrations in the ground. Using their sonic screams, Sonorosians can use echolocation. Sonorosians can channel vibrations to enhance their screams by being in physical contact with vibrating objects. Sonorosians can transmit sound waves through speakers, such as phones. Sonorosians can use their sonic screams to create a forcefield.

Height: 3 ft

Weight: 100 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Unknown

INT: 3D6, WIS: 3D6, STR: 3D6, DEX:  
3D6, CON: 3D6, CHA: 3D6, MR: 3D6,  
HPs: CON +D10

Orbit/Climate: 1 AU. Very stable,  
elliptical (oval) orbit, warmer twice  
every local year.

Atmosphere: Standard

Oceans: 10%

Gravity: 100%

Feeding Habits: Unknown

Lifespan: Unknown

Technology: 9

Culture: Enlightened, truly kind race  
with little violence or hatefulness.

Government: None

Population: 33 billion

Home System:

Number of Stars: 1, Sonos

Star Type: K

Planetoid Belts: 1

Inner Planets: 0

Middle Planets: 1

Outer Planets: 1

## Splxson



Type: Humanoid Feline

Physical Traits: Splixsons are small, humanoid creatures about the size of a 10-year-old human child. They have whitish arms and faces, and wear different coloured clothes. Their hands are large and possess 4 digits, and their feet are merely stubs. They have 3 fin-like growths on their head, as well as metallic parts on their arms, head or waist. Different Splixsons have these parts at different places. Female Splixsons have three pigtails in place of the 3 growths that the males have. Splixsons developed their duplication abilities to avoid predators, as they are low on Hathor's food chain.

Splxsons are able to infinitely duplicate themselves. Each Splixson is linked to their clones, which allow them to telepathically share each other's thoughts. This connection also shares their pain, meaning if one clone is hurt, the rest all feel the same exact pain. Splixsons are more flexible than a human, can breathe underwater, dig fairly fast with their hands, and can jump high. Splixson clones share a link with each other, making it so that when one is hurt, all the others feel the same pain. If one is defeated/killed, the clones are automatically defeated/killed as well, thus negating the ability to form an army of clones.

Height: 3 ft

Planetoid Belts: 1

Weight: 90 lbs

Inner Planets: 0

Mobility: Legs

Middle Planets: 4

Sensory Organs: Visual

Outer Planets: 1

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 3D6, DEX:  
3D6, CON: 3D6, CHA: 3D6, MR: 3D6,  
HPs: CON +D10

Orbit/Climate: 1 AU. Very stable,  
elliptical (oval) orbit, warmer twice  
every local year.

Atmosphere: Standard

Oceans: 70%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 90 years

Technology: 9

Culture: Enlightened, truly kind race  
with little violence or hatefulness.  
Splixsons are peaceful creatures that  
work as farmers or artists.

Government: Democracy

Population: 24 billion

Home System:

Number of Stars: 1, Hathor

Star Type: K

## Talpaedan



Type: Humanoid Robot, Taplaeda Sapiens

**Physical Traits:** Talpaedans are a robotic, armadillo-like species from Terraexcava, a planet in the Andromeda Galaxy. Talpaedans look like a cross between rodents and robots. They have hard yellow armored skin. Their arms contain jackhammer parts, which are also present on their hands and other places. They have a tail. They have four fingers and three toes.

Talpaedans can move through solid earth and rock. Talpaedans are heavily armored and have powerful organic pneumatic drills built into their forearms, which they can use to create earthquakes, dig tunnels, pummel enemies and batter buildings, even mountains, down to rubble. Talpaedans have a jackhammer punch, so when they throw just one punch at an enemy, it is like being hit a hundred times. Talpaedans have incredible strength, being shown to throw large robots with ease.

Height: 8 ft

Weight: 380 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Construction

INT: 3D6, WIS: 3D6, STR: 6D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D20, AC: 1

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: None

Oceans: 0%

Gravity: 100%

Feeding Habits: Energy

Lifespan: Unmeasured

Technology: 9

Culture: Enlightened, truly kind race with little violence or hatefulness.

Government: Religious Council

Population: 51 billion

Home System:

Number of Stars: 1, Tapaeda

Star Type: K

Planetoid Belts: 1

Inner Planets: 1

Middle Planets: 4

Outer Planets: 1



## Terradino



Type: Humanoid Saurian, Terradis Sapiens

Physical Traits: Astroductyl's species is a species of humanoid pterosaur-like beings from Terradino. This species resembles a cross between a pteranodon and a glider. They possess a beak-like mouth. Their wings are rather small and resemble a glider and are connected to jet pack-like structures on their back. They have large yellow beaks and yellow wings. Their wings are retractable. Sometimes, when members of the species are excited, they squawk like parrots. This species has the ability to fly using energy propulsion in their jetpack-like structures on their backs. This species has some kind of internalized star power. They can use this power for propulsion flight and to create different forms of weapons. Known weapons include energy whips and a propulsion effect. They can also project concussive stellar based energy breath beams.

Height: 6 ft

Weight: 160 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 4D6, CHA: 3D6, MR: 3D6, HPs: CON +D20

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard

Oceans: 60%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 90 years

Technology: 8

Culture: Standard

Government: Theocracy

Population: 11 billion

Home System:

Number of Stars: 1, Terradine

Star Type: K

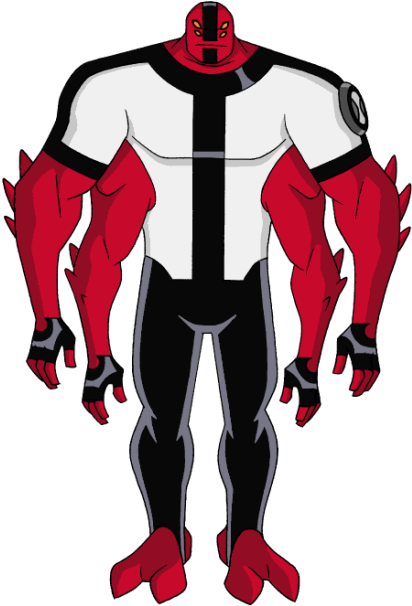
Planetoid Belts: 6

Inner Planets: 0

Middle Planets: 3

Outer Planets: 1

## Tetramand



Type: Humanoid, Tetramas Sapiens

**Physical Traits:** Tetramand are an alien species from the desert planet Khoros. Tetramands are a buff and bulky species. Most Tetramands are red, but blue and brown ones have been seen. Tetramands have spikes on their arms, and sometimes on their heads. They have two front toes on each foot. Tetramands appear to have an additional set of smaller pectoral muscles below their primary set to help move their second set of arms.

Some Tetramands have black hair which becomes grey when they are older, but most Tetramands lack hair. Younger Tetramands are skinnier than adults, and have disproportionately larger eyes and heads. Tetramands have four very muscular arms. Due to this, Tetramands have a considerable advantage in close hand-to-hand combat. While not really martial artists, Tetramands have developed an arsenal of specialized manoeuvres that make use of their prodigious physiology, with a heavy emphasis on power blows and grappling

holds, and they are able to use a variety of melee and ranged-weapons simultaneously.

A favourite move is a sonic wave that is produced by smashing together all four hands concurrently. Tetramands have dense, armor-plated skin, giving them resistance to damage and immunity to fire. With their incredibly strong legs, a Tetramand can jump at a height of several stories. Tetramands make the toughest and most durable engines in the galaxy. A Tetramand's size makes them easy targets. Tetramand are an alien species from the desert planet Khoros. .

Height: 7 ft

Weight: 230 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 4D6, DEX: 3D6, CON: 4D6, CHA: 3D6, MR: 3D6, HPs: CON +D20

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard

Oceans: 65%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 90 years

Technology: 9

Culture: Standard. Tetramands are a warrior race. Generally speaking, they are fairly aggressive and favour violence.

Because female Tetramands are traditionally stronger than males, they are in turn considered the better warriors, and due to this, if a male Tetramand manages to defeat a female Tetramand, the male becomes the female's chosen husband. As a Tetramandian custom, the bride collects four items before a wedding: "Something conquered, something bruised, something severed, and something blue."

Tetramands are not very amicable towards outsiders, as in the case of Kevin when he went to get one of their Tetramand Engine Blocks for his car. Initially, he was refused, until he agreed to marry Princess Looma in three years, after which he was allowed to have the Engine Block. Tetramands are very strict in the upholding of their laws; an offender whose crime was merely jumping the turnstiles at an auto show was buried up to his neck in sand.

Tetramands are not big on exceptions, even to other law enforcement officers like the Plumbers. Tetramands have a unique way to ultimately decide court cases; fight. Tetramands get to fight with their accusers in a battle arena and the winner of the Tetramand Trial of Combat wins the case. There is nothing in the rules that states that the person must stay a Tetramand.

Government: Military Council

Population: 41 billion

Home System:

Number of Stars: 1, Khoros

Star Type: K

Planetoid Belts: 7

Inner Planets: 2

Middle Planets: 4

Outer Planets: 4

## Thalassian



Type: Humanoid, Thalassis Sapiens

Physical Traits: Thalassians are a tall, cyan colored humanoid alien with a sleek body. They have long purple fins on their arms, legs, hip, cheek, head, eyebrows and shoulders. They have gills on their torso and pink eyes. Thalassians have dark blue lips, and enhanced strength. They can breathe underwater and can turn their legs into a fish tail. Thalassians need to live in very deep water and can only live without it when they shed their scales every 5.22 years. Unfortunately, this only lasts for one day.

Height: 5 ft

Weight: 140 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D6

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard and tainted Oxygen/Nitrogen with some contaminants.

Oceans: 90%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 90 years

Technology: 8

Culture: Standard

Government: Council

Population: 21 billion

Home System:

Number of Stars: 1, Thalassia

Star Type: K

Planetoid Belts: 2

Inner Planets: 1

Middle Planets: 2

Outer Planets: 6

## Thep Khufan



Type: Humanoid, Thepas Sapiens

**Physical Traits:** Thep Khufan is a mummy-like species from the desert planet Anur Khufos. Some Thep Khufans live on Anur Transyl. Khufans are mummy-like creatures composed entirely of organic bandages. They are thin, humanoid-shaped with slight ape-like features on their limbs. They also wear Wadjet headpieces on their forehead, minus nose and mouth. Their clothing resemble that of the ancient Egyptians, consisting of dhoti -like garments on their waist, collars and two bandages dangling from their upper back.

They wear golden cuffs on their feet and wrists. Their bodies are hollow, allowing them to store things in their chest. There are gaps between their bandages on their wrists, chest and ankles, as well as their eyes, that glow any colour. They have a beak-like toothed mouth with a long tongue beneath their head bandages. Some Thep Khufans have bandages that stick out from their heads like hair, while others wear headdresses and tall hats that are somewhat similar to the Crowns of Egypt and the Nefertiti's Cap Crown. Some Khufans sleep in sarcophagi, the more well off of them any way. The

poorer mummy citizens can't afford them, so they are a kind of status symbol among the Thep Khufan wealthy elite.

Thep Khufans have a very bizarre physiology, that being of a head-like shell with many extendable bandage like tendrils. This gives them numerous powers at their disposal such as stretching and enhanced strength. Thep Khufans' unique physiology also grants them vacuum immunity. Thep Khufans have incredible resistance to damage, with any or all vital organs held in the shell, and the ability to regenerate their tendrils. Like all residents of the Anur System, they're immune to the effects of Corrodium. Their bandages even block Corrodium radiation, enabling them to carry Corrodium inside their bodies without irradiating anything nearby.

Height: 6 ft

Weight: 180 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 4D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard and parched Oxygen/Nitrogen with minimal ozone and high Carbon dioxide.

Oceans: 30%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: Unknown

Technology: 8

Culture: Standard

Government: Religious Council

Population: 1.1 billion

Home System:

Number of Stars: 1, Anur

Star Type: K

Planetoid Belts: 0

Inner Planets: 0

Middle Planets: 2

Outer Planets: 1

## To'kustar



Type: Humanoid, To'kus Sapiens

**Physical Traits:** To'kustars are gigantic humanoid creatures. Their body, face, limbs, and hands are white. They have red stripes on their torso and legs, red spots on their shoulders, red stump-like feet, and a red and black blade on their head. They also have four-fingered hands, red forearms with pointed elbow blades and extremely muscular bodies. Mutant To'kustars look similar to To'kustars but have grey and purple skin. To'kustars live alone at the edge of the galaxy, silently guarding against threats from beyond.

To'kustars have thick skin, which is resistant to most attacks, whether they be physical or energy, and possess extraordinary strength, even in proportion to their size. Their strength allows them to defeat a normal-sized army and lift objects and creatures around their own size with little effort, and even throw them into space.

To'kustars can blast strong cosmic rays by positioning their arms in an L shape. These rays are powerful enough to disintegrate a small fleet of spaceships and could destroy a small planet in one shot. To'kustars can create and control cosmic storms, which can also be used for inhabitation and transportation. If a

To'kustar's head fin is damaged, it causes paralyzing pain throughout their body. Despite their immense durability, To'kustars are still vulnerable to foes with sufficient strength. When fighting, To'kustars can easily destroy buildings around them, sometimes causing tremendous amount of harm.

Height: 12 ft

Weight: 1250 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Unknown

INT: 4D6, WIS: 4D6, STR: 4D6, DEX: 4D6, CON: 4D6, CHA: 3D6, MR: 4D6, HPs: CON +D20

Feeding Habits: Energy

Lifespan: Unknown

Technology: 11

Culture: Enlightened, truly kind race with little violence or hatefulness. To'kustars are nonviolent beings, and so are commonly known as "gentle giants".

Government: None

Population: Unknown

#### Home System:

To'kustars are a species who are created in cosmic storms.

## Transylian



Type: Humanoid, Transylis Sapiens

Physical Traits: Transylians are an extraterrestrial species of Frankenstein's Monster-like humanoids from the planet Anur Transyl. They are made of several different body parts sewn together, as well as various electrical generating equipment and life support technology. Young Transylians like Viktoria don't grow giant conductors on their backs. Anur Transyl used to be the home of two different races: the Transylians and the Vladats. The Transylians were the Vladats' main source of food, until the Transylians rebelled against the Vladats, using superior technology that they had developed in secret.

They hunted all Vladats on Anur Transyl into utter extinction and became the dominant species on Anur Transyl. Like the other inhabitants of the Anur System, Transylians have become enslaved by the Ectonurites. Depending on the individual, Transylians have a myriad of

personalities, though according to Viktor, they commonly share a hatred of Vladats, due to being enslaved by them and used ultimately as food in the past. They are also not too friendly towards other-worlders outside the Anur System and view them as monsters.

Transylians are walking electricity/life force generators with electromagnetic bodies, capable of shooting electric bursts, manipulating electromagnetic fields and energy, and even healing others. Transylian bodies are so far augmented that they can survive in the vacuum of space without any kind of protection, as their muscular bodies, metallic parts and electromagnetic fields protect them from the cold, lack of air, and pressure. Their electromagnetic body even allow them to magnetically stick to metal surfaces. Transylians can connect themselves with technology and machinery, as well as control them with their electricity. Like all residents of the Anur System, they're immune to Corrodium.

Height: 8 ft

Weight: 280 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Unknown

INT: 3D6, WIS: 3D6, STR: 6D6, DEX: 3D6, CON: 6D6, CHA: 3D6, MR: 3D6, HPs: CON +D20

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Thin and volatile Nitrogen/Carbon dioxide with combustible volatiles.

Oceans: 30%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 90 years

Technology: 8

Culture: Standard

Government: Democracy

Population: 978 million

Home System:

Number of Stars: 1, Anur

Star Type: O

Planetoid Belts: 3

Inner Planets: 2

Middle Planets: 1

Outer Planets: 5



## Uxorite



Type: Humanoid Reptilian, Uxori Sapiens

**Physical Traits:** Uxorites are green, reptilian creatures with long tails and tentacles on their heads. They have 3 purple eyes with stripes running from them. They have 4-fingered hands and ostrich-like legs and feet. Only female Uxorites have been seen, so it is unknown what male Uxorites look like. Once a Uxorite hatches, the newborn is left to fend for itself; as such, Uxorites have no parenting instincts and do not understand emotional attachment to offspring in other species.

Uxorites possess strong telekinetic powers. Their eyes glow purple and they envelop something in purple energy and move it telekinetically. Uxorites can fly, causing their eyes to glow purple, as if they are using telekinesis on themselves. Uxorite tentacles are prehensile, as well as having an extendable prehensile tongue. They have enhanced mobility, only be knocked unconscious after being struck by a large robot, and are strong enough to rip off a robots tendrils.

Height: 6 ft

Weight: 150 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

INT: 4D6, WIS: 4D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D6

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard

Oceans: 60%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 120 years

Technology: 9

Culture: Standard

Government: Democracy

Population: 6.1 billion

Home System:

Number of Stars: 1, Ringa Morr

Star Type: K

Planetoid Belts: 2

Inner Planets: 0

Middle Planets: 4

Outer Planets: 2

## Vaxasaurian



Type: Humanoid Dinosaur, Vaxas Sapiens

**Physical Traits:** Vaxasaurians are a humanoid dinosaur-like species, being beige in color. They have human-like hands with four fingers, each with large gray nails. They have long dinosaur-like tails and stand about 12 feet tall and can grow to about 60 feet tall. When they grow, the Vaxasaurians' dinosaur features become more pronounced, growing Stegosaur-like plates on their back, a crest on their forehead and spikes on their tail. Also, on their shoulders, three plates separate and grow.

Female Vaxasaurians look like males, but wear bones and a big loincloth, much like that of a caveman. They also have five spikes on their head. Vaxasaurians possess incredible strength and a thick layer of armor-like skin which provides vast resistance to injury and damage. Vaxasaurians have the power to increase their own body size and mass, which increases their strength and durability further. They can also grow Stegosaur-like plates on their back, a crest on their

forehead and spikes on their tail, with or without growing. Vaxasaurians are able to survive in space for a few minutes. They can move on all fours and are quite agile for size.

Height: 12 ft

Weight: 380 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

INT: 3D6, WIS: 3D6, STR: 5D6, DEX: 3D6, CON: 4D6, CHA: 3D6, MR: 4D6, HPs: CON +D20

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Standard and parched Oxygen/Nitrogen with minimal ozone and high Carbon dioxide.

Oceans: 60%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 150 years

Technology: 8

Culture: Standard

Government: Tribal

Population: 11 billion

Home System:

Number of Stars: 1, Terradino

Star Type: K

Planetoid Belts: 1

Inner Planets: 0

Middle Planets: 5

Outer Planets: 4

## Vulpimancer



Type: Mammalian, Vulpimas Sapiens

**Physical Traits:** Vulpimancers are far more animalistic than humanoid. They can range from the size of an adult human to several times the size of a human. As they mature, they grow tails. They have canine paws with curving claws, and quills that grow on their backs. Their most notable feature is that they have no visible eyes, and instead have gill-like nostrils on the sides of their necks. They are orange and have a dog-like mouth, teeth, and tongue. Young Vulpimancers have quill-like fur.

The fur becomes straighter when they mature, excluding the chin hair on Vulpimancers from Vulpin. Mature male Vulpimancers have stripes on their backs. Females do not, and they have paler fur than males. Vulpimancers do have a language, but it is too difficult for Universal Translators to translate and they are unable to speak English.

Vulpimancers have incredibly enhanced senses of hearing and smell, which they use to work out their surroundings due to their lack of eyes. Vulpimancers have enhanced strength, and enhanced agility that allows them to run, jump, as well as climb at a superhuman rate. Their acrobatic and gymnastic capabilities are similar to that of an ape. Vulpimancers

can dig at a fast speed, even though solid stone.

Although Vulpimancers are quadrupeds, they are capable of standing on their hind legs and punching with their front legs, though somewhat awkwardly. When infected with an Earth cold virus, a Vulpimancer's nostrils get blocked by mucus, making them unable to smell and thus, blind. Also, their fur colour seems to become paler and their lips and claws turn a sickly dark green colour.

Vulpimancer senses are very sensitive, making them vulnerable to anything that can overwhelm their senses, such as a high pitched sound or a strong smell.

Height: 6 ft

Weight: 190 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 5D6, DEX: 4D6, CON: 5D6, CHA: 3D6, MR: 3D6, HPs: CON +D12

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Exotic and corrosive plethora of toxic trace metals and gases.

Oceans: 10%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 70 years

Technology: 8

Culture: Standard. Vulpimancers are not very friendly with their own kind, but this is a common trait among animals that aren't family. Vulpimancers normally live by hunting down whatever they can find to eat and moving on to the next meal. Vulpimancers whine like dogs when scared.

Government: Tribal

Population: 3 billion

Home System:

Number of Stars: 1, Vulpin

Star Type: K

Planetoid Belts: 2

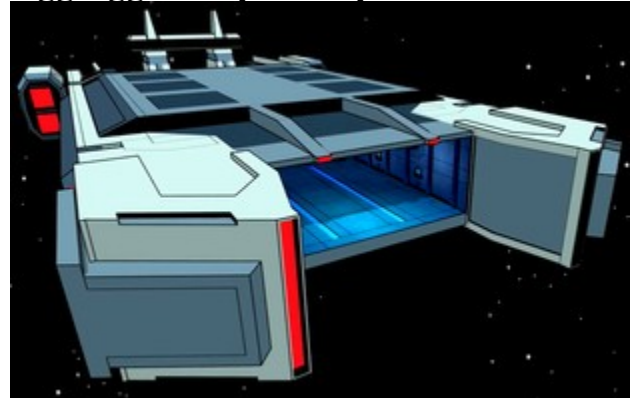
Inner Planets: 1

Middle Planets: 4

Outer Planets: 5

## **Section 2: Spaceships**

### **Aggregor's Spaceship**



Type: Heavy Cruiser Class

Aggregor's ship was, as the name suggests, Aggregor's primary method of transportation.

Crew: 2 + 50

A/DF: 3; MR: 2; DCR: 5200

Atmosphere flight speed: Mach 10  
Space flight speed: 300 million kph  
Max Warp: 20

Length: 650 metres

Weight: 25,000 tons

Armour: Crystallion  
Pilot's Cockpit: 19,000 HPs  
Main Body: 26,000 HPs

Drive:  
Maneuvering Thrusters  
Solar Cells Engine  
Impulse Drive  
Warp Drive XX  
Jump Drive II

Defences:  
Chaff  
Energy Screen  
Kinetic Screen

ICMs: 25 per side  
Point Defence Guns: 25 per side

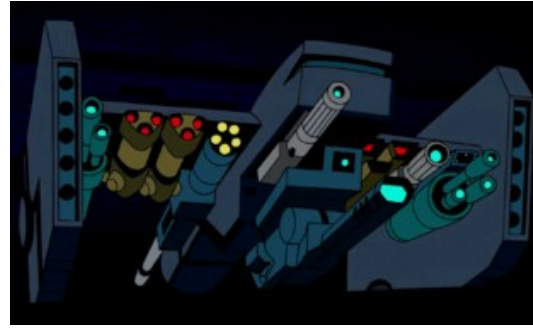
Weapon Systems:

Plasma Cannon: 8 forward  
Rail Gun V: 8 forward  
Plasma Torpedo: 6 forward launchers, 3 per side

Cargo:

15 Shuttles

## Anterian Obliterator



Type: Dreadnaught Class

Anterian Obliterators are heavily armed combat spaceships that Kevin Levin described as "a flying arsenal." It is also a common transformation used by Ship throughout Alien Force and Ultimate Alien.

Crew: 30 + 300

A/DF: 2; MR: 2; DCR: 7000

Atmosphere flight speed: Mach 10  
Space flight speed: 300 million kph  
Max Warp: 7

Length: 850 metres

Weight: 40,000 tons

Armour: Crystallion  
Main Body: 35,000 HPs

Drive:  
Maneuvering Thrusters  
Solar Cells Engine  
Impulse Drive  
Warp Drive VII

Defences:  
Chaff  
Energy Screen  
Kinetic Screen  
ICMs: 30 per side  
Point Defence Guns: 10 per side

Weapon Systems:

Meson Battery: 3 per side

Mass Driver: 1 forward

Phaser Flare: 6 forward launchers, 3 per wing

Cargo:

3 Shuttles

## Chimerian Hammer



Type: Battlecruiser Class

The Chimerian Hammer is very well-armed, having many lasers and other weapons, but its armour is not very effective. The speed of the Chimerian Hammer is very high - it had pursued a smaller size ship of Xylene's without any difficulty. The Chimerian Hammer serves as the location of the final battle with Vilgax.

Crew: 15 + 400

A/DF: 2; MR: 1; DCR: 8000

Atmosphere flight speed: Mach 14

Space flight speed: 380 million kph

Max Warp: 15

Length: 1000 metres

Weight: 90,000 tons

Armour: Crystallion

Main Body: 40,000 HPs

Arms: 25,000 HPs each

Drive:

Maneuvering Thrusters

Solar Cells Engine

Impulse Drive

Warp Drive XV

Defences:

Chaff

Energy Screen

Kinetic Screen

ICMs: 50 per side  
Point Defence Guns: 50 per side

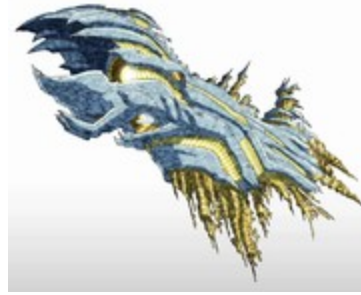
**Weapon Systems:**

Mass Driver: 1 forward  
Meson Battery: 16 on swivel turrets  
spread out round the ship  
Phaser Flare: 10 forward launchers, 10  
per side, 10 rear

**Cargo:**

4 Shuttles

## Contemelia Ship



Type: Explorer Class

The Contemelia Ship is a craft that was used by the three unnamed Contemelia as they created the universe. The Contemelia Ship is able to teleport between universes, which it has been left doing since the Contemelia died out.

Crew: 1 + 300,000

A/DF: 1; MR: 1; DCR: 150,000

Atmosphere flight speed: Mach 10  
Space flight speed: 100 LY per minute

Length: 175 kilometres

Weight: 170,000,000 tons

Armour: Crystallion  
Main Body: 3,000,000 HPs  
Wing Panels: 500,000 HPs

**Drive:**

Maneuvering Thrusters  
Solar Cells Engine  
Impulse Drive  
Jump Drive III

**Equipment:**

Multiversal Phase Drive  
Terraforming equipment  
Various construction equipment and  
vehicles



Defences:  
Energy Screen  
Kinetic Screen

Cargo:  
1000 Shuttles

## Dr. Psychobos' Ship



Type: Survey Class

Dr. Psychobos' Ship is a spaceship formerly owned by Dr. Psychobos. It also served as the headquarters for the Faction. Khyber took control after the events of Showdown: Part 2.

Crew: 2 + 40

A/DF: 2; MR: 3; DCR: 3360

Atmosphere flight speed: Mach 12  
Space flight speed: 350 million kph  
Max Warp: 8

Length: 420 metres

Weight: 550 tons

Armour: Crystallion  
Pilot's Cockpit: 12,000 HPs  
Main Body: 16,800 HPs

Drive:  
Maneuvering Thrusters  
Solar Cells Engine  
Impulse Drive  
Warp Drive VIII

Equipment:  
Specialized Biological Laboratories x7

Defences:  
Chaff  
Energy Screen  
Kinetic Screen

Weapon Systems:

Electron Battery: 1 on top, underneath,  
and per side for 4 total each with 360  
rotation

Electron Torpedo: 1 forward launcher

Cargo:

20 Shuttles

## Fulmas II



Type: Carrier

Fulmas II is a massive mothership with the ability to destroy a planet by firing a concentrated ray of Omni-Enhanced energy. Fulmas II can deploy Fulmini troops by the thousands.

Crew: 25 + 8000

A/DF: 1; MR: 1; DCR: 4000

Atmosphere flight speed: Mach 10

Space flight speed: 300 million kph

Max Warp: 9

Length: 300 metres

Weight: 80,000 tons

Armour: Crystallion

Main Body: 20,000 HPs

Head: 8000 HPs

Drive:

Maneuvering Thrusters

Solar Cells Engine

Impulse Drive

Warp Drive IX

Defences:

Chaff

Energy Screen

Kinetic Screen

ICMs: 10 per side, 10 above, 10 below

Point Defence Guns: 10 per side, 10  
above, 10 below

Weapon Systems:

Mass Driver: 1 forward

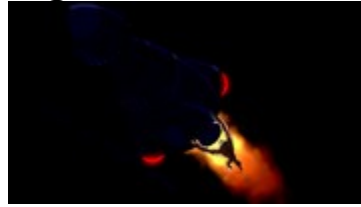
Meson Battery: 1 turret above, 1 turret below (both can rotate for a complete 360 degree firing arc)

Phaser Flare: 2 forward launchers

Cargo:

Up to 280 crafts of 10 metres size or the equivalent.

## Highbreed Small Cruiser



Type: Light Cruiser

Small Cruisers were used to carry supplies and are also bases for the Highbreed.

Crew: 8 + 70

A/DF: 3; MR: 3; DCR: 4600

Atmosphere flight speed: Mach 10  
Space flight speed: 300 million kph  
Max Warp: 6

Length: 575 metres

Weight: 20,000 tons

Armour: Crystallion  
Pilot's Cockpit: 15,000 HPs  
Main Body: 23,000 HPs

Drive:

Maneuvering Thrusters  
Solar Cells Engine  
Impulse Drive  
Warp Drive VI

Defences:

Energy Screen  
Kinetic Screen

Weapon Systems:

Particle Cannon: 2 forward

Rail Gun V: 4 forward

Plasma Torpedo: 4 forward launchers

Cargo:

10 Shuttles

## Highbreed Tractor-Beam Ship



Type: Escort Class

Tractor-Beam Ship appeared in Inside Man where some DNAliens used one to get back the Oscillator Key and capture Tyler.

Crew: 5 + 40

A/DF: 4; MR: 4; DCR: 3200

Atmosphere flight speed: Mach 12  
Space flight speed: 350 million kph  
Max Warp: 5

Length: 400 metres

Weight: 10,000 tons

Armour: Crystallion  
Pilot's Cockpit: 12,000 HPs  
Main Body: 16,000 HPs

Drive:  
Maneuvering Thrusters  
Solar Cells Engine  
Impulse Drive  
Warp Drive V

Defences:  
Energy Screen  
Kinetic Screen

Weapon Systems:  
Proton Battery: 1 per side for 3 total  
Proton Torpedo: 1 launcher per side for 3 total

## Highbreed Warship



Type: Heavy Cruiser Class

Warships were the ships the Highbreed were going to use to destroy Earth when they came through the Hyperspace Jump Gate.

Crew: 12 + 100

A/DF: 3; MR: 2; DCR: 5600

Atmosphere flight speed: Mach 10  
Space flight speed: 300 million kph  
Max Warp: 7

Length: 700 metres

Weight: 30,000 tons

Armour: Crystallion  
Pilot's Cockpit: 18,000 HPs  
Main Body: 28,000 HPs

Drive:  
Maneuvering Thrusters  
Solar Cells Engine  
Impulse Drive  
Warp Drive VII

Defences:  
Energy Screen  
Kinetic Screen

Weapon Systems:  
Mass Driver: 1 forward  
Plasma Cannon: 3 per side  
Plasma Torpedo: 6 forward launchers

Cargo:  
10 Shuttles

## Khyber's Ship



Type: Scout Class

Khyber's Ship is a spaceship used by Khyber.

It is where Khyber kept the various trophies he had hunted over the years, and his equipment. It is also Khyber's living quarters. Khyber's ship is shaped like a bug head; similar to a mosquito.

When rebuilt, Khyber's ship lost the spikes on the side and gained two claw like extensions at the front and leg like extensions at the rear. However, all design changes that were made were reverted and the ship returned to its original design. It has a control and a trophy room.

Crew: 5 + 50

A/DF: 5; MR: 4; DCR: 2400

Atmosphere flight speed: Mach 12  
Space flight speed: 350 million kph  
Max Warp: 3

Length: 300 metres

Weight: 4000 tons

Armour: Crystallion  
Wings (2): 5150 HPs each  
Pilot's Cockpit: 8050 HPs (in an emergency the cockpit can be used as an escape pod)  
Main Body: 12,000 HPs

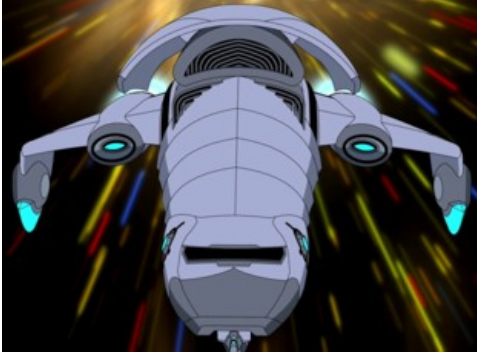
Drive:  
Maneuvering Thrusters  
Solar Cells Engine  
Impulse Drive  
Warp Drive III

Equipment:  
Cloak  
Advanced Scanners

Defences:  
Chaff  
Energy Screen

Weapon Systems:  
Electron Battery: 2 forward  
Rail Gun V: 2 forward  
Electron Torpedo: 2 forward launchers,  
1 rear

## The Lovely Duck



Type: Scout Class

The Lovely Duck is a ship piloted and owned by Rad Dudesman that appears in Ben 10: Omniverse.

The Lovely Duck is a heavily-armed ship with an arsenal of hand-weapons for Rad Dudesman to use, and is capable of faster than light flight. It also has an onboard Artificial Intelligence (AI) computer named Pyxi, who speaks in a language that sounds like garbled gibberish to others. The only ones who can understand her are Rad and Ben as Grey Matter, (which means that Galvans could understand her). Pyxi's appearance is a pink rectangle with two smaller rectangles for eyes. She also has a longer rectangle for a mouth which is only visible when she speaks.

The ship itself has been heavily modified, as Rook noted that it had an Anaxion Halo Grid wired to the Gyro-Axle. Its outward appearance has the bow shaped like a duck's face, with a blaster turret mounted under the chin. It has a very large cargo hold for transporting goods. The ship is armed with various weapons, including twin energy cannons mounted on both sides of the bow.

Crew: 5 + 50

A/DF: 5; MR: 4; DCR: 2400

Atmosphere flight speed: Mach 12  
Space flight speed: 350 million kph  
Max Warp: 5

Length: 300 metres

Weight: 4000 tons

Armour: Crystallion  
Wings (2): 6150 HPs each  
Pilot's Cockpit: 8150 HPs (in an emergency the cockpit can be used as an escape pod)  
Main Body: 12,300 HPs

Drive:  
Maneuvering Thrusters  
Solar Cells Engine  
Impulse Drive  
Warp Drive V

Defences:  
Chaff  
Energy Screen

Weapon Systems:  
Electron Battery: 4 forward  
Electron Torpedo: 2 forward launchers, 2 rear

## Slix Vigma's Ship



Type: Aerospace Transport Class

Slix Vigma would kidnap people from their home planets and teleport them onto his ship, where they would be forced to fight in gladiator-like battles for the entertainment of the inhabitants of each Galaxy the Megacruiser went to. To keep its prisoners in line, they were outfitted with electric badges that shocked them if there was any hint of rebellion. The ship is incredibly large and capable of carrying thousands of people, including spectators and fighters.

At the conclusion of Grudge Match, Ben left Kevin on the ship while he escaped. In *Back with a Vengeance*, it is revealed that Kevin took control of the ship and used it for his own purposes. He located Vilgax with it, and, after a brief skirmish, the two villains made a temporary alliance against Ben and used the ship to return to Earth. It is unknown what happened to it after their defeat.

Crew: 4 + 2000

A/DF: 2; MR: 3; DCR: 1600

Atmosphere flight speed: Mach 12  
Space flight speed: 350 million kph  
Max Warp: 2

Length: 200 metres

Weight: 750 tons

Armour: Crystallion  
Pilot's Cockpit: 6000 HPs (in an emergency the cockpit can be used as an escape pod)  
Main Body: 8000 HPs  
Wings (2): 5000 HPs each

Drive:  
Maneuvering Thrusters  
Solar Cells Engine  
Impulse Drive  
Warp Drive II

Defences:  
Chaff  
Energy Screen  
Kinetic Screen

Weapon Systems:  
Proton Battery: 2 on top with 360 rotation (with 4 firing points)

Cargo:  
Up to 180 crafts of 10 metres size or the equivalent.

## Pioneer Model-E



Type: Aerospace Fighter Class

Pioneer-E is an experimental spaceship that was first to use fusion energy capable of flying in low orbit.

Crew: 1

A/DF: 5; MR: 5; DCR: 80

Atmosphere flight speed: Mach 15  
Space flight speed: 400 million kph

Length: 10 metres

Weight: 16 tons

Armour: Crystallion  
Wings (2): 250 HPs each  
Pilot's Cockpit: 300 HPs (in an emergency the cockpit can be used as an escape pod)  
Main Body: 400 HPs

Drive:  
Maneuvering Thrusters  
Solar Cells Engine  
Fusion Drive

Weapon Systems:  
Lasersonic: 2 forward

## Plumber Ship



Type: Escort Class

A Plumber Ship is a spaceship Plumbers use to fly and patrol space. However, Plumber Ships are relatively quite slow and have weak engines and security.

Crew: 7 + 70

A/DF: 4; MR: 4; DCR: 3200

Atmosphere flight speed: Mach 12  
Space flight speed: 50 million kph  
Max Warp: 3

Length: 400 metres

Weight: 10,000 tons

Armour: Crystallion  
Pilot's Cockpit: 12,000 HPs  
Main Body: 16,000 HPs

Drive:  
Maneuvering Thrusters  
Solar Cells Engine  
Impulse Drive  
Warp Drive III

Weapon Systems:  
Proton Battery: 2 forward



## Plumbers' Research Delta Satellite



Type: Space Station Class

The Plumbers' Research Delta Satellite is a training facility for soon-to-be Plumbers.

The Facility seems to be very durable, as it withstood great damage from Humungousaur and being burnt in the Earth's atmosphere.

Crew: 70 + 27,000

A/DF: 0; MR: 0; DCR: 20,000

Atmosphere flight speed: 0

Space flight speed: 0

Max Warp: 0

Length: 10 kilometres

Weight: 15,000,000 tons

Armour: Crystallion

Main Body: 400,000 HPs

Ring: 300,000 HPs

Drive:

Maneuvering Thrusters

Solar Cells Engine

Equipment:

City Habitat

Various emergency equipment and vehicles

Defences:

Chaff

Energy Screen

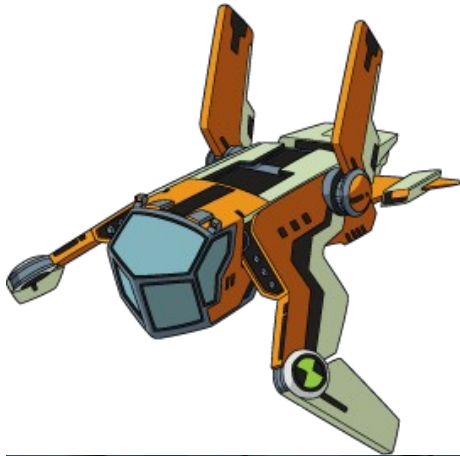
Kinetic Screen

ICMs: 100 total spread around the ring

Cargo:

150 Shuttles

## Proto-Truk



Type: Scout Class

The Proto-Truk was Rook's spaceship. It could transform into a small truck with "Max's Plumbing" written on it in order to camouflage itself among Earth vehicles.

Crew: 1 + 10

A/DF: 5; MR: 4; DCR: 2400

Atmosphere flight speed: Mach 10  
Space flight speed: 300 million kph  
Max Warp: 2

Length: 6 metres

Weight: 40 tons

Armour: Crystallion  
Wings (2): 1150 HPs each  
Pilot's Cockpit: 3050 HPs (in an emergency the cockpit can be used as an escape pod)  
Main Body: 5000 HPs

Drive:

Maneuvering Thrusters  
Solar Cells Engine  
Impulse Drive  
Warp Drive II

Equipment:

Gravitor Boosters  
Detrovite Nav-System  
Quil-Tech Nanoshift Transformer  
Prisoner Holding Cell  
Switchable Steering Wheel  
Auto-Pilot Mode  
Driver seat switchibility  
Advanced Scanners

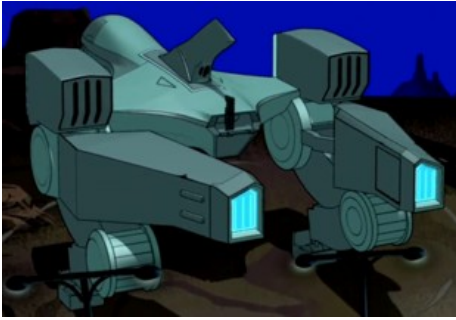
Defences:

Chaff

Weapon Systems:

Electron Battery: 3 forward on a swivel turret

## The Resolute



Type: Scout Class

The Resolute is the spacecraft used by Tetrax Shard to travel in space. The ship is manned by Tetrax (owner and pilot in Alien Force) and Gluto (the pilot in the original series).

It has a sophisticated navigation system and high security system. The ship had to be admitted as a garbage truck to enter Incarcecon. The ship itself is very durable as it crashed into a rock formation and didn't get damaged much; and at Incarcecon, the ship was getting hit by lasers and still wasn't affected.

Crew: 5 + 50

A/DF: 5; MR: 4; DCR: 2400

Atmosphere flight speed: Mach 12  
Space flight speed: 350 million kph  
Max Warp: 3

Length: 300 metres

Weight: 4000 tons

Armour: Crystallion  
Wings (2): 5150 HPs each  
Pilot's Cockpit: 8050 HPs (in an emergency the cockpit can be used as an escape pod)  
Main Body: 12,000 HPs

Drive:

Maneuvering Thrusters  
Solar Cells Engine  
Impulse Drive  
Warp Drive III

Equipment:  
Cargo Area  
Hoverboard Simulator  
Training Room.  
Tracking System  
High security System  
Advanced Scanners

Defences:  
Chaff  
Energy Screen

Weapon Systems:  
Electron Battery: 2 forward  
Electron Torpedo: 2 forward launchers,  
1 rear

## Rooter Headquarters



Type: Space Station Class

Rooter Headquarters is the place where Servantis does his experiments with Human/Alien Hybrids. It was located in the Null Void. The headquarters were confiscated by the Plumbers after the Rooters operations were discovered and their Plumber commissions were revoked.

Crew: 200 + 40,000

A/DF: 0; MR: 0; DCR: 20,000

Atmosphere flight speed: 0

Space flight speed: 0

Max Warp: 1

Length: 10 kilometres

Weight: 15,000,000 tons

Armour: Crystallion

Main Body: 400,000 HPs

Ring: 300,000 HPs

Drive:

Maneuvering Thrusters

Solar Cells Engine

Warp Drive I (emergency use only)

Equipment:

City Habitat

Various emergency equipment and vehicles

Defences:

Chaff

Energy Screen

Kinetic Screen

Cargo:

250 Shuttles

## Rust Bucket 3



Type: Scout Class

The Rust Bucket 3, also called "RB3", is originally a standard issue Plumber jet. Kevin added some extra alien gadgets that he "picked up here and there".

Crew: 1 + 10

A/DF: 5; MR: 4; DCR: 2400

Atmosphere flight speed: Mach 12  
Space flight speed: 350 million kph  
Max Warp: 3

Length: 300 metres

Weight: 4000 tons

Armour: Crystallion  
Wings (2): 4150 HPs each  
Pilot's Cockpit: 7050 HPs (in an emergency the cockpit can be used as an escape pod)  
Main Body: 10,000 HPs

Drive:  
Maneuvering Thrusters  
Solar Cells Engine  
Impulse Drive  
Warp Drive III

Equipment:  
The jet can interface with Plumber Badges.  
It has a cargo area that holds Kevin's and Ben's cars, with tunnels leading to different emergency exits.

The jet can access any database on Earth, even secure government ones. It has autopilot settings?  
The Rust Bucket III can function underwater, like a submarine.  
Advanced Scanners

Defences:  
Chaff  
Energy Screen

Weapon Systems:  
Electron Battery: 3 forward  
Electron Torpedo: 2 forward launchers

## The Skipper



Type: Scout Class

The Skipper is a spaceship used in the flashbacks of Ben 10: Omniverse. It was the primary transportation in space for Ben, Gwen, and Max.

Crew: 2 + 11

A/DF: 5; MR: 4; DCR: 2400

Atmosphere flight speed: Mach 12  
Space flight speed: 350 million kph  
Max Warp: 2

Length: 300 metres

Weight: 4000 tons

Armour: Crystallion  
Wings (2): 4500 HPs each  
Pilot's Cockpit: 7500 HPs (in an emergency the cockpit can be used as an escape pod)  
Main Body: 11,000 HPs

Drive:  
Maneuvering Thrusters  
Solar Cells Engine  
Impulse Drive  
Warp Drive II

Equipment:  
Advanced Scanners

Defences:  
Chaff  
Energy Screen

Weapon Systems:

Electron Battery: 2 forward

Electron Torpedo: 2 forward launchers

## Sun Draining Ship



Type: Space Station Class

The Sun Draining Ship was owned by Ragnarok and appeared in the episode Vendetta.

It has the ability to absorb the solar energy from stars and suns, killing the planets that use their energy.

The ship was hidden in hyperspace and Ragnarok needed the key Devin Levin stole from him in order to keep it in this dimension. At the end of Vendetta, it was destroyed; the Sun's gravitational pull sucked it in and blew it up.

Crew: 30 + 10,000

A/DF: 1; MR: 1; DCR: 50,000

Atmosphere flight speed: 0  
Space flight speed: 150 million kph  
Max Warp: 1

Length: 25 kilometres

Weight: 35,000,000 tons

Armour: Crystallion  
Main Body: 1,000,000 HPs  
Ring: 750,000 HPs

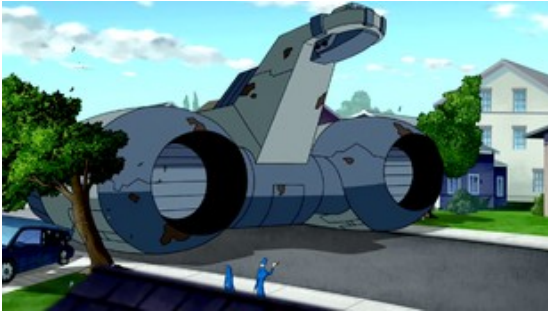
Drive:  
Maneuvering Thrusters  
Solar Cells Engine  
Warp Drive I

Defences:  
Chaff  
Energy Screen  
Kinetic Screen

Weapon Systems:  
Electron Battery: 10 total spread around the ring

Cargo:  
50 Shuttles

## The Takion 930



Type: Scout Class

The Takion 930 is a space ship given to Kevin Levin by Zaw-Veenull in Con of Rath. It has engines powerful enough to escape a black hole with only minor damages.

Crew: 5 + 50

A/DF: 5; MR: 4; DCR: 2400

Atmosphere flight speed: Mach 12  
Space flight speed: 350 million kph  
Max Warp: 5

Length: 50 metres

Weight: 400 tons

Armour: Crystallion  
Engines (2): 3050 HPs each  
Pilot's Cockpit: 5050 HPs (in an emergency the cockpit can be used as an escape pod)  
Main Body: 9000 HPs

Drive:  
Maneuvering Thrusters  
Solar Cells Engine  
Impulse Drive  
Warp Drive V

Defences:  
Chaff  
Energy Screen

Weapon Systems:  
Electron Battery: 2 forward



## The Techadon Star Beam Platform



Type: Space Station Class

The Techadon Star Beam Platform is a Techadonian space station weapon capable of destroying an entire planet. However, it requires a powerful energy source to power it, like Amber Ogia.

Crew: 300 + 4000

A/DF: 0; MR: 0; DCR: 50,000

Atmosphere flight speed: 0  
Space flight speed: 200 million kph  
Max Warp: 1

Length: 20 kilometres

Weight: 35,000,000 tons

Armour: Crystallion  
Main Body: 1,000,000 HPs  
Ring: 750,000 HPs

Drive:  
Maneuvering Thrusters  
Solar Cells Engine  
Warp Drive I

Defences:  
Chaff  
Energy Screen  
Kinetic Screen  
ICMs: 250 total spread around the ring

Weapon Systems:  
Mass Driver: 1 forward  
Plasma Cannon: 3 per side  
Plasma Torpedo: 6 forward launchers

Cargo:  
60 Shuttles

## **Section 3: Equipment**

### **The Omnimatrix (Original)**



The Omnimatrix, better known as the Omnitrix, was a watch-like device that attached to Ben Tennyson's wrist at the beginning of the series and is the device that the franchise revolves around. The device is a portable library of intergalactic genetic data that allowed the wielder to alter their DNA at will and transform into a variety of different alien species, each with their own unique abilities.

The Omnitrix was destroyed in *The Final Battle: Part 2* and replaced with the Ultimatrix.

#### **Appearance**

In the first form that Ben encountered, the Omnitrix looked like a large wristwatch, primarily black and grey in color, with a grey (or black) dial in the middle (like a watch face) which has a green hourglass shape (the intergalactic "peace" symbol, also on Plumber's Badges and Galvan Prime) on it. When Ben selects his aliens it shows the alien's silhouette.

The prototype Omnitrix (before recalibration) in Omniverse flashbacks looks the same as that of the original series, albeit it has two buttons instead of one and the hourglass symbol on Ben's transformations is now green instead of white, due to the removal of the scratch guard.

After recalibrating, the Omnitrix resembled a slimmer and sleeker watch-like shape, now with a green wristband, and the face of the dial becoming black and green. The inside of the hourglass symbol glowed in different colours during certain moments; these colours signify the mode that the Omnitrix was presently in. When Ben is selecting his aliens it shows the alien's hologram standing on the core rather than the alien's silhouette.

#### **Purpose**

The Omnitrix had a three-fold purpose:

It would promote inter-species understanding by allowing other beings to experience different ways of life. It would serve as a repository for the DNA of over a million different species that Azmuth thinks are intelligent, preserving them in the event that any of them should ever be rendered extinct and restore them to life. Secretly, Azmuth had another reason for creating the Omnitrix: he hoped that his estranged lover Zennith, who had left him as he created Ascalon, would learn of his change and come back to him.

#### **Active Mode (Prototype)**

Active Mode is the Omnitrix's default mode. Actual usage time is 10 minutes at a time. If he changes from one form to another, the combined time for the changes can be no more than 10 minutes,

likely less because of power leakage. Multiple transformations are energy intensive and deplete the watch's power supply more quickly than single transformations. Three or four transformations would leave him with substantially less than a combined 10 minutes of time. The Omnitrix seems to time out sooner if it's taxed by activities with a lot of moving, like fighting. However, if regular transformations are tampered with, the user can't always turn back.

### **Active Mode (Recalibrated)**

After the Omnitrix recalibrated, the symbols on the aliens were also of the green color, and located on their chests due to a glitch.

The Omnitrix mainly allowed for the user to transform into a numerous variety of alien life-forms that are each with their own unique powers and abilities (along with their weaknesses) and in a selection of alien DNA that is in groups of 10.

The Omnitrix acted as a wireless receiver for the Codon Stream. By accessing the Codon Stream, the Omnitrix used special Omni-Energy to merge its wearer's DNA with the DNA samples it held to create transformations. The Omnitrix could not transform the user into another of its own species. In order for the user to change the size, the matter was created from energy or reconstituted to energy as needed. The Omnitrix had a quick change feature. The user could change back by turning the second ring on the dial to the 3 o'clock position. When Ben appeared to be changing mentally, it was just a coincidence. He was out of time and changing anyway.

Manually touching the Omnitrix symbol not only allows the user to immediately transform back to normal but can also be used to change forms while already transformed.

The Omnitrix could alter its size to fit the user's wrist.

When transformed, the Omnitrix protected the user from negative effects, including:

- Being possessed by an Ectonurite.
- Exposure to the dangerous effects of Corrodium.
- Being transformed by Dr. Animo's mutant ray.

The Omnitrix had a built-in energy feedback blast to defend against anyone trying to force it off of its owner. Once placed on the wearer, the Omnitrix could not be removed by normal physical means. The Omnitrix could show a database image of all aliens unlocked.

The Omnitrix was able to repair genetic damage, such as turn DNAliens back to normal and remove Xenocytes. The Omnitrix could genetically manipulate DNA or reprogram a species' DNA (like fuse DNA from different species of aliens). The Omnitrix changed the aliens' eye color to match the user's eye color, a feature that can be turned off. The Omnitrix could be synchronized with another Omnitrix, even without the user's intent.

The Omnitrix was waterproof. The Omnitrix could replace one of its DNA samples with someone else from the same species.

The recalibrated Omnitrix granted the user full understanding of the aliens' powers upon transforming into them. The Omnitrix had AI (Artificial Intelligence).

The Omnitrix functioned as a GPS. The Omnitrix could create a hologram map, which is similar to the one in Plumber Badges.

The Omnitrix had a 2-way communication system with Plumber Badges.

The Omnitrix had a built-in Universal Translator and could also translate other Earth languages.

The Omnitrix could teleport the user through Azmuth's teleportation channel.

The Omnitrix could display ten colors, each meaning something different:

Green: Active Mode

Red: Recharge Mode

Yellow: Capture Mode

Blue: Recalibration Mode

Purple: Controlled

Orange: Self Destruct Mode (original Omnitrix form)

Grey: Inactive Mode

Black: Stop Mode

Pink: Under spell effect

Display Modes

The Omnitrix had two known display modes.

Black silhouettes of the aliens.

Dark green holograms of the aliens.

By changing the settings on the Omnitrix, either display modes could have been used with either Omnitrix form.

The Omnitrix automatically used the molecules of its wearer's clothes to create coverings for the aliens. Ben lost this function when the Omnitrix recalibrated. In Alien Force,

nanomachines broke them down and stored them until the transformation ended.

When the user was transformed, an Omnitrix symbol appeared on the chest. The symbol was actually the Omnitrix itself, appearing in this form because many species don't have wrists.

Although the Omnitrix was in the center of the chest area on every alien in Alien Force is for easy access, it was put in different places on some aliens in the original series. The limited positioning of the symbols was the result of a glitch of the Omnitrix.

The Omnitrix could be controlled by voice, called Voice Command.

If the Omnitrix's faceplate cover is broken off, the result was DNA hybrids. When exposed to an electromagnetic interference, the Omnitrix could cause unintentional transformations and the Omnitrix will be unable to deactivate until the source of the interference is gone. This could work in reverse, rapidly changing the user from one form to another until someone/something stops it. Technical glitches caused power glitches that would cause random flight and abilities not native to the alien species, as well as leaving all the aliens naked and cold. Sometimes the Omnitrix would randomly leave the user stuck as an alien for an indefinite amount of time that could only be deactivated by Azmuth hitting the Omnitrix symbol.

## The Omnimatrix (Omniverse)



The Omnimatrix, referred to as the Omnitrix, is one of Azmuth's creations and the successor of the Ultimatrix.

The Omnitrix was first mentioned by Azmuth in *Map of Infinity*. He was planning on giving it to Ben, but it was not complete, and Ben's maturity needed to increase before he would be allowed to use it.

Azmuth, by the events of *The Ultimate Enemy: Part 2*, had completed the Omnitrix and claimed that he was working on it ever since Ben got the original Omnitrix (approximately six years ago). In the same episode, he gave it to Ben because he deemed him worthy of wielding it after removing the Ultimatrix from the latter's wrist. Ben has been wearing this Omnitrix ever since.

### Appearance

The Omnitrix resembles a wristwatch. Its faceplate is now square instead of round and has a white and green color scheme. The faceplate is black with two green stripes forming an outline for the hourglass of the intergalactic peace

symbol. When the faceplate is slid back, the Omnitrix's core is revealed.

Just like the original Omnitrix and the Ultimatrix, the Omnitrix mainly allows for the user to alter their DNA at will and transform into a numerous variety of alien species that are each with their own unique powers and abilities (along with their weaknesses) and in a selection of alien DNA that is in groups of 10.

The Omnitrix has a holographic interface, where a holographic circle is shown, with the top half having alien faces, which is activated and scrolls through the aliens by the user touching the faceplate, or in other ways, scrolling up and down or scrolling in a circle, akin to a touch screen. The faceplate will then slide open automatically after Ben chooses his alien, after that, the Omnitrix's core will come out. When pressed, it will trigger the transformation.

The Omnitrix has a DNA scanner. The Omnitrix has a quick-change feature that automatically transforms the user back to normal when they are done using their transformation, causing it not to time out and allowing the user to transform again far quicker. Manually touching the Omnitrix symbol not only can allow the user to immediately transform back into normal but can be used to transform into different alien forms while already transformed.

The Omnitrix has a Master Control. The Omnitrix has a Randomizer Function that turns the user into a different amount of aliens at random moments, being randomly selective of the transformations. The Omnitrix can add

extra features to alien forms in order to make them safer/more stable. The Omnitrix can synchronize with another Omnitrix if activated at the same time.

the user's life is in jeopardy. This feature turns them into the needed alien to survive. The Omnitrix can be controlled by Voice Command.

Unlike the original Omnitrix and the Ultimatrix, the Omnitrix does not mistransform. If it does mistransform, it is Ben's fault. This is caused by his habit of slamming his hand on the Omnitrix's core and inadvertently the scroll pad. When Ben switches forms as an alien, he is still manipulating the controls. Switching from alien to alien without changing back to Ben does not always work, and it is bad for the Omnitrix.

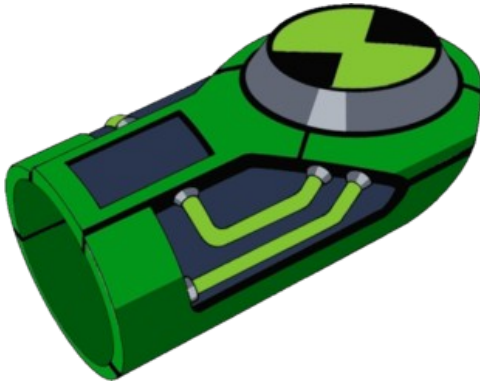
The Omnitrix does not rely on the Codon Stream for transformation. Instead, the DNA is stored within itself in a computerized form.

The Omnitrix has a 2-way communication system with Plumber Badges. The Omnitrix can also record messages, similar to voicemail. The Omnitrix has the functionalities of a regular digital watch. The Omnitrix adapts the user's clothing to the alien they transform into. The Omnitrix has a built-in Universal Translator.

The Omnitrix has a distress signal function and homing device, as Azmuth was able to find and rescue Ben when was trapped inside the Incursean Exile Pod.

The Omnitrix has a security lock system so that it can only be used by the user, as well as an alternate identification program if changes by outside forces occurs to the user. The Omnitrix has a fail-safe that kicks in in the event that

## Ultimatrix



The Ultimate Omnimatrix, referred to as the Ultimatrix, was the device that Ben 10: Ultimate Alien revolved around. Ben used it to replace the Omnitrix, which he destroyed in a battle with Vilgax. The Ultimatrix was removed by Azmuth in *The Ultimate Enemy: Part 2* and replaced by the new Omnitrix.

Azmuth worked on the Ultimatrix for years, but its power core was unstable and incomplete, so he contained the device in high security storage.

Albedo stole the Ultimatrix and was able to stabilize the core, as well as "surpassing" the prototype Omnitrix by adding the evolutionary function. Unfortunately for him, Ben's DNA was still the default for the Omnitrix and the Ultimatrix was still linked to the same database, so Albedo only had access to Ben's current aliens, which excluded Grey Matter. Allying himself with Vilgax, he agreed to help him so he could turn himself back to normal, while Vilgax could have the Earth.

After Albedo as Negative Ultimate Humungousaur easily defeated Ben as Humungousaur, Vilgax threatened Gwen and Kevin's lives in order to force Ben to give up the Omnitrix to him. Afterwards, Vilgax betrayed Albedo by using the Omnitrix to defeat him by turning his

army of Bioids into thousands of Humungousaurs.

Later, Ben activated the Omnitrix's self-destruct mechanism to force Vilgax to remove it but Vilgax refused, thinking he was bluffing and later suffered the consequences. Ben released Albedo and forced him to give him the Ultimatrix via the same threat. Ben used Ultimate Swampfire to battle Vilgax and used Jetray to later escape.

Ben continued to use it until he defeated Vilgax with Dagon's powers, Azmuth came to take Ascalon as well as the Ultimatrix and gave the new Omnitrix to the worthy wielder. Azmuth destroyed the Ultimatrix off-screen after *The Ultimate Enemy: Part 2* since the evolution function was meant to be dangerous.

Albedo would later create a new Ultimatrix, one that (upon the acquisition of a Polymorphic Crystal) allowed him to change from one Ultimate form to another, without changing to regular aliens in-between.

### Appearance

The Ultimatrix, unlike the Omnitrix, didn't resemble a wristwatch, looking more like a gauntlet. The central component, the selection interface remains the same, while the watch band was replaced by a gauntlet-like band extending up to almost half of the wearer's arm or forearm (since the band's ability to morph its shape wasn't placed into it).

When Albedo used it, the Ultimatrix had a red color scheme. After Ben took the Ultimatrix from Albedo, the Ultimatrix became green. This shows that the user

can change the color scheme of the Ultimatrix.

The selection interface was identical to the original dial, with the intergalactic peace sign that changes color to reflect what mode the Ultimatrix was in.

### **Active Mode**

Active Mode is the Ultimatrix's default mode. Normally Active Mode is active when the Ultimatrix can be used, recharged and nothing is wrong.

Just like the Omnitrix, the Ultimatrix mainly allowed for the user to transform into a numerous variety of alien life-forms that are each with their own unique powers and abilities (along with their weaknesses) and in a selection of alien DNA that are in groups of 10. The Ultimatrix functioned as a wireless receiver for the Codon Stream. The Ultimatrix was able to access the Codon Stream's database to show which transformations have been activated over time.

The Ultimatrix had a Master Control. Pressing the black button next to the dial makes the Ultimatrix larger in size, so it can be slipped off.

The Ultimatrix could add extras to alien forms in order to make the forms more safe/stable.

The Ultimatrix automatically reverted the user back into their normal form when they get sufficiently hurt or knocked out.

The Ultimatrix had the ability to transform between alien forms with or without touching the Ultimatrix symbol. The Ultimatrix was able to scan human-alien hybrids in order to unlock the alien's DNA.

The Ultimatrix was waterproof.

The Ultimatrix was durable enough to take a bullet.

The Ultimatrix could replace one of its DNA samples with someone else from the same species.

The Ultimatrix could reconstruct the last thing the user was wearing before they transformed, but Ben did not figure out how to do so.

The Ultimatrix had the ability to evolve aliens into their Ultimate Form, granting them new powers and new abilities that are more powerful. This was activated by pressing the Ultimatrix symbol as an alien, causing four gray spikes to grow. The evolution feature worked by placing the selected species in a simulation, right down to the DNA, for an extended period of time, about a million years or so, in what is described as a "worst case scenario"; the actual DNA is then simply modified to match the new DNA. This survival of the fittest routine explains why the evolutions are more combat-centered than their normal forms. The evolutionary function drained the Ultimatrix's battery quicker than regular transformations.

The Ultimatrix had AI (Artificial Intelligence).

The Ultimatrix could detect other Matrix cores like Eunice.

The Ultimatrix served as a communicator when transformed and not transformed, like the other Omnitrixes. The Ultimatrix had a built-in Universal Translator and could also translate other Earth languages.

While most aliens appeared naked with the Ultimatrix symbol on their chest, the Ultimatrix could change and create



different types of clothing or accessories on specific alien forms, such as NRG's containment suit or Four Arms's clothing. Ben didn't quite know how the feature worked; Albedo individually applied this function to each of the aliens.

Technical glitches caused power glitches that would cause random flight and abilities not native to the alien species, as well as leaving all the aliens naked and cold. Azmuth reformatted and corrected these errors in the new Omnitrix.

The Ultimatrix had a Voice Command, just like the Omnitrix.

### **Malfunctions**

The Ultimatrix couldn't detect outer dimensional creatures.

The Ultimatrix did not possess the ability to restore DNA.

The Ultimatrix always went into Capture Mode when there is a sapient species' DNA that isn't in the Codon Stream within its proximity. Thus, it couldn't be used to transform until the DNA is obtained or the specimen is no longer in range.

The Ultimatrix did not possess the ability to revive species stored on Primus, due to it not being added by Azmuth at the stage of development it was in and Albedo didn't add it.

The Ultimatrix could be hacked, copied, or absorbed as Inspector 13's Code Spool was able to breach the security measures and activate Master Control. Meanwhile, the sentient nanite Alpha was able to absorb and copy the Ultimatrix due to the passive nanites the watch absorbed from Rex Salazar.

The Ultimate Forms eventually became sentient inside the Ultimatrix, due to a glitch in the Evolutionary Function.

The Ultimatrix will always transform the user into what they were wearing during the reboot, so when transforming while wearing a plumber suit, the plumber suit will be destroyed.

## Antitrix



The Antitrix is a knock-off alternative to the Omnitrix created by Kevin Levin on Earth.

The AntiTrix is a makeshift replica of the Omnitrix's season 1 model, with the dial symbol turned red and appearing in half, resembling a letter 'K', and with the addition of four metal protrusions ending in red lights.

The Antitrix is a DNA-altering device, using the cross-contaminated mutated alien DNA it contains to transform the user into a monstrous mutant of any of the 11 hybrid aliens in the device.

The Antitrix has a quick change feature, allowing Kevin to change forms. This can be accomplished in one of two ways: The first is by pressing the symbol on the aliens' chests.

The second is by simply willing it.

The Antitrix symbol is generally located on the chest of the transformations.

Hot Shot wears his Antitrix symbol on his collarbone, just like Heatblast.

Unlike Grey Matter, who wears the Omnitrix symbol on his back, Dark Matter wears his Antitrix symbol on his chest.

The Antitrix is able to clothe and provide genetic armor for most of the transformations.

## Biomnitrix



The Biomnitrix is the dual-Omnitrix system that Ben 10,000 develops in the future. It can transform the wielder into any alien from the Omnitrix.

The Biomnitrix is two Omnitrices that are linked together, thus allowing the user to perform alien fusions by slamming the two gauntlets together. These fusions are not stored in the Biomnitrix, rather, they are created when being transformed into.

By using just one gauntlet, the user can transform into normal aliens.

It can be voice-controlled or even used without actually having to say the name of the alien, similar to the Omnitrix's Master Control.

Compared to past models, the Biomnitrix is incredibly streamlined and lightweight, possessing practically no bulk and appearing to perfectly blend in with, and mimic, the natural curves and contours of the user's forearms.

### Weaknesses

The Biomnitrix can be temporarily disabled if it is exposed to a large electromagnetic pulse, such as from a solar flare.

## Nemetrix



The Nemetrix is a knock-off version of the original Omnitrix that was created by Dr. Psychobos. Khyber used it frequently with Zed and then his Panuncian to turn them into predatory species of the Omnitrix aliens.

Dr. Psychobos and Malware invented the Nemetrix for Khyber using incomplete, but crucial, schematics from the original Omnitrix in order to retrieve Ben's Omnitrix, and use its parts/schematics to perfect the Nemetrix.

Its purpose was to destroy Azmuth, and with the Nemetrix now perfected with a piece from the Omnitrix's core that Dr. Psychobos stole from Ben, the Omnitrix was no longer needed.

Albedo, in his alliance with Khyber, made some modifications. One of them was an evolutionary feature, similar to the Ultimatrix.

After the events of For a Few Brains More, the Nemetrix was taken into Plumber custody after Kevin removed it.

Khyber retrieved it in Stuck on You, but the Plumbers reclaimed it at the end of the episode.

## Appearance

The Nemetrix is shaped like a hexagon. It is colored red and silver. The symbol looks like an open mouth with sharp teeth. It is used like a collar rather than a wristwatch.

Like the Omnitrix, the Nemetrix has the ability to transform the user, but instead of sapient beings, it transforms the user into non-sapient beings that are actually the natural predators of Omnitrix aliens. Previously, the user transformed with the instructions given by Khyber via his whistles. Later, however, Dr. Psychobos fitted the Nemetrix with the stolen Omnitrix stabilizer core, allowing the user to transform on their own. Albedo, during his partnership with Khyber, gave the Nemetrix the ability to evolve its aliens into their Ultimate forms.

The Nemetrix can display silhouettes of its aliens like the original Omnitrix. It can also store DNA within itself, like the new Omnitrix.