

Out of Context: Omnitrix Supplement

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This document can be used as a supplement in any Jump that would not otherwise have an Omnitrix within its continuity.

You may also use this document as a ten year long isolated Jump in order to go to a setting of your choice even if that setting does not have a Jumps.

By taking this Supplement you have chosen to become a sentient Prototype Omnitrix Core which has taken the default form of the species of this planet Human.

You will enter into that continuity as a Drop-In by your Delivery Pod being ejected onto the planet.

As an Omnitrix core your true form is a Cylindrical can with the Omnitrix Symbol on both ends. When the Pod opened you defaulted to the native sentient race of this planet Human.

+0 CP

You do not get a stipend in this supplement meaning you will need to gain **CP** from Drawbacks or you will only gain the **Free** options.

Origin:

There are many different types of Omnitrix cores developed by Azmuth but these options were altered by others in order to gain additional features.

With that being the case, what type of core are you?

Omni-Kix:

This core was developed in the Reboot universe by Azmuth and his assistant Vilgax to integrate mechanical components for offensive purposes.

BiomniTrix:

This core was altered by Ben 10K in order to focus on combining and repairing DNA of various Aliens.

UltimaTrix:

This core was stolen by Albedo in order to be used with genetic simulations in order to develop advantageous alterations.

Initial Playlist:

You may only purchase a single Playlist from this section however you can purchase more aliens using the **“Ben 10 Alien Supplement”**.

You can convert **CP** into **RP** at a rate of **1 CP to 2 RP**.

Drawback Playlist +100 CP

This Playlist contains aliens who are extremely weak and are often as bad or worse than humans in most situations.

Walkatrout - Ickthyperambuloid
Bob the Blob - Lubbock
A-Guy - Human
Bishop - Revonnahgander
Wartfrag - Incursean

Ventrilosquid - Siglermound
Lekik - Dracosian
Funguy - Shiitakan
CNAlien - Cartoon Network Alien
Mellow - Lewodan

Mundane Playlist - Free

This Playlist contains aliens who Ben has canonically unlocked but never used on screen or in battle.

Squirtapiller - Roebekampus Multipede
Alien Z - Eubustian
Port-A-Porty - Antlian
Bungee Sponge - Porifreian
Crabtastic - Zanzere

Skidmarx - Spentaur
Shellhead - Tartlee
Transmutor - Aurumian
Sandbox - Shakaralramal
Terrorsaur - Pseudosapien

Antagonist Playlist -100 CP

This Playlist contains aliens who are well known as Ben's recurring opponents.

Prick - Acurtian Hog
SuckerPunch - Chimera Sui Generis
StrongArm - Acrosian
Huntsman - Zaroffian
Eon - Chronian

Hehfisten - Detrovite
TenTen - Sotoraggian
MechHead - Techadan
Decagon Vreedle - Vreedle
Klorber - Pisciss Premann

Reboot Playlist -200 CP

This Playlist contains aliens and variants of aliens who have been shown to exist within the reboot timeline but are unconfirmed for the prime universe, other than Buzzshock.

Overflow - Cascan
Stinkfly - Lepids
Wildvine - Florauns
Gax - Augmented Chimera Sui Generis
Shock Rock - Fulmini

Slapback - Ekoplektoid
Humungousaur - Vaxasauran
Surge - Xerge
Hotdawg - Oscarmayerian
Buzzshock - Nosedeenian

Initial Scan Playlist -300 CP

This Playlist contains the aliens that Ben 10 scanned in the original series.

Cannabolt - Arburian Pelarota	Upchuck - Perk Gourmand
Wildvine - Florauna	Ditto - Splixson
Blitzwolfer - Loboan	Eye Guy - Opticoid
Snare-oh - Thep Khufan	Way Big - To'kustar
Frankenstrike - Transylian	Articguana - Polar Manzardill

Original Playlist -400 CP

This Playlist contains the aliens who were in the original Omnitrix.

Wildmutt - Vulpimancer	Diamondhead - Substrata Petrosapien
Four Arms - Tetramand	Ripjaws - Pisciss Volann
Grey Matter - Galvan	Stinkfly - Lepidopterran
XLR8 - Kineceleran	Ghostfreak - Ectonurite
Upgrade - Galvanic Mechamorph	Heatblast - Pyronite

Alien Force Playlist -400 CP

This Playlist contains the aliens that Ben gained after his Omnitrix recalibrated for his use.

Jetray - Aerophibian	Chromastone - Crystalsapien
Swampfire - Methanosian	Echo Echo - Sonorosian
Humungousaur - Vaxasaurian	Brainstorm - Cerebrocrustacean
BigChill - Necrofriggian	Spidermonkey - Arachnichimp
Goop - Polymorph	Lodestar - Biot-savartian

Omniverse Playlist -400 CP

This Playlist contains aliens that Ben has used after gaining the complete Omnitrix.

Shocksquatch - Gimlinopithecus	Gravattack - Galilean
Whampire - Vladat	Astrodactyl - Pturbosaurian
Ball Weevil - Atrocoans	Crashhopper - Orthopterran
Feedback - Conductoid	Gutrot - Chemomorphine
Bloxx - Segmentasapien	Toepick - Terretnal Ogre

Ultimate Alien Playlist -500 CP

This Playlist contains aliens who Ben gained using the Ulimatrix.

Water Hazard - Orishan	Chamalien - Merlinisapien
Terraspin - Geochelone Aero	Fasttrack - Citrakayah
NRG - Prypiatosian-B	Eatle - Oryctini
Armodrillo - Talpaedan	Clockwork - Chronosapien
AmpFibian - Amperi	JuryRigg - Planchaküle

Perks:

Core Alt-Form - Free

In this Jump you gain an additional **Alt-Form** of your **Omnitrix Core** which resembles a cylindrical container that features a control dial that, when pressed down, turns you into your human form.

DNA Storage Matrix and Transformation Playlist - Free

As an Omnitrix core your main feature allows you to transform into a selected sentient alien indexed with the **DNA Storage Matrix**. To use the samples the index must be added to the **Transformation Playlist** which calls them from the **DNA Transmitter**. After a period of use the Omnitrix will timeout, requiring time to recharge before you can transform again. You are able to add and remove any DNA sample indexes that are in the **Transformation Playlist** from the **DNA Storage Matrix**.

DNA Scanner - Free

You can project a 30 ft scanning ray in order to download a DNA sample from any compatible living species adding them into the **DNA Storage Matrix**.

Display Interface - Free/-100 CP

While not in your Core Alt-Form you will gain a visual reputation of the Omnitrix along with a Dial interface that can be activated with a button then switch the selected sample by twisting the dial and the selecting by pressing down on the dial. For **Free** you may select any Omnitrix design for your interface or pay **-100 CP** to dynamically change it.

Random Unlock -100 CP

Through use of the Omnitrix you may occasionally miss-transform into a sample not previously in the **DNA Storage Matrix** which will then add it for future use.

DNA Encryption -100 CP

Using this component you are able to actively lock any samples preventing anyone else from accessing them.

Extraction Scan -200 CP

The **DNA Scanner** is able to scan Hybrids, long deceased, degradation and damaged samples in order to generate a viable "Omnitrix" Sample.

UniTrix -400 CP

By being a variation of the UniTrix core you are able to select a sample while being in any form allowing you to gain access to all of its powers without transforming.

Master Control -600 CP

The Master Control allows you to access the transformation feature verbally/mentally and change between forms at will without a timeout or requiring the use of the recharge mode.

Omni-Kix:

Academic Index -100 CP

Your Core contains an integrated database which contains a full backup of the Galvan Public Library when transformed you will have a subconscious connection to this database.

DNA Generation -200 CP

You are able to produce a sample of any DNA that is within your **DNA Storage Matrix**. Allowing you to produce materials, organs and transfusions for any Omnitrix Sample.

Species Restoration -400 CP

Using this feature you are able to use the DNA Scanner to repair DNA of a target that is unhealthy, augmented or mutated.

This can be used to remove foreign bodies including weapons and parasites from the target as well as repair moderate injuries and replace missing body parts.

UniTrix Booster: Operator Restoration:

The restoration function can now be applied to the Omnitrix user allowing them to completely restore that physical form to its optimal state when transforming thus repairing any damage and removing any foreign materials.

Omni-Kix Armor -600 CP

The Omnitrix generates dynamic high tech armour suited, specifically for each of the Alien Samples, which protects them and amplifies the selected Samples abilities.

Due to the dynamic nature of the Armour it can potentially produce any tool or equipment in order to enhance the user.

Master Control Booster: Omni-Naut Armor

The Omni-Kix Armor now produces equipment able to replicate all methods of traditional travel including thrusters to allow for flight, wheels for high-speed acceleration on land, propulsions for high speed water travel and a face mask to allow survival in any type of atmospheric environment. The armors also give the user any protection needed for high speed and space survivability including shielding from radiation, G-forces, inertia and blunt force trauma.

DNA Generation Booster: Omni-Enhanced

This core type can generate armour using any alien DNA sample in order to create a dynamic arsenal of tool's, technology, weapons and additional limb's allowing you to enhance yourself or any transformation.

BiomniTrix:

Digital Storage -100 CP

Your Omnitrix contains a digital copy of every DNA sample you have unlocked. This means that the index request cannot be blocked as the Digital Storage does not rely on calling the index from the **DNA Transmitter** for transformation to be used.

Antitrix Playlist -200 CP

As a variant of the Antitrix core you are able to generate an altered DNA sample by cross contaminating the DNA with other samples in the Codon Stream that have not been unlocked. These generated samples transform the user into a combat focused variant of the selected alien that lacks some of the species' natural utility based abilities.

Genetic Alteration -400 CP

You are able to splice a target with DNA samples from your DNA Matrix in order to fuse targets with the aliens turning them into partial hybrids repairing any genetic damage and giving them the alien's powers with only minor physical changes.

UniTrix Booster: Genetic Integration

Every time you use the transformation function of the Omnitrix you will integrate part of the alien's DNA with genetic couplers in order to gain beneficial changes without altering the user's physical appearance.

Biomnitrix Fusion -600 CP

As a variant of the Biomnitrix core you gain a secondary dial that can be used to transform you into a perfect 50% hybrid of any two different alien DNA samples giving you the combined powers of both species.

Master Control Booster: Multitrix Fusion

You are no longer limited to two samples allowing you to select as many samples within the **Transformation Playlist** as you would like in order to become either a hybrid or an amalgamation of all the selected alien species.

You are able to select the ratio of the species used and if you have chosen the amalgamation setting you can change the positions of the sample components.

Antitrix Playlist Booster: Apextrix Playlist

Now instead of cross contaminating the DNA your Omnitrix dynamically generates a modified sample of the selected form's DNA using other samples in the Codon Stream to replace part of its DNA to augment, the aliens strength, speed, stamina, intelligence and other abilities to the point that it is capable of operating beyond normal limits of its race without any major visible changes.

Ultimatrix:

DNA Backup Repository -100 CP

Your Omnitrix comes with a complete DNA backup that Prevents any DNA samples from being corrupted and stores any new mutated samples as a new DNA sample for future use.

Primal Alien -200 CP

Your Omnitrix can retro-simulate any of the ancestor species of a selected DNA sample.

Disguise PlayList -400 CP

This playlist can integrate and synthesise any type of clothing or costume including makeup, wigs and contacts.

The synthesised equipment will become an appropriate equivalent for the selected race and can generate a customisable disguise which can be toggled to be worn when transforming.

UniTrix Booster: Kenko-Trix:

The KenkoTrix can produce hard light holograms that allow you to produce a dynamic monocolour form that allows you to mentally transform on the fly, gaining the shape of any form but without becoming any stronger or more durable. If the transformation gains traits such as wings or flippers these limbs can still be used for accurate movement. The second method allows the user to become an illusionary copy of any scanned target, gaining both the target's voice and appearance but does not allow the user to copy the racial skills or abilities of the transformation.

Ultimate Alien -600 CP

The Ultimatrix has the ability to evolve any target into their Ultimate Form. This Function works by placing the selected form into a "worst-case scenario" simulation, of millions of years of civil war against its own species in order to enhance their existing abilities and gain new ones.

Master Control Booster: Alternative Ultimate Alien

You are able to alter the parameters of the Ultimatrix simulation, allowing you to dynamically implement simulations of specific environmental disasters, theoretical futures and invasions of other available DNA samples in order to gain transformations that would develop in those theoretical futures.

Primal Alien Booster: Divergent Alien

You are able to apply the ultimate transformation to the ancestral species of the selected alien, allowing you to create divergent evolution samples of the same species with alternative abilities and utilities.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Omnitrix Delivery Pod - Free

This Round extraction pod is the delivery system that an Omnitrix perfectly fits in.

DNA Transmitter - Free

This rower will be placed in a pocket dimension, acting as a transmitter and receiver for DNA samples allowing your Omnitrix to access the codon stream regardless of which continuity you are in.

Drawbacks:

If taken for a setting without choosing a Jump you may select a Jumpchain of the same genre in a similar setting. If your Jumpchan approves of your choice you may take any drawbacks that can apply to the setting you visit.

Stuck upon your wrist +100 CP

You are no longer a Drop-In or a physical manifestation of the Omnitrix, you are instead Human who found the Omnitrix and will need to work out your Background with your Jump Chan. You will no longer receive the **Core Alt-Form** perk and all the perks from this Supplement will be a singular Item known as the Omnitrix.

Freaked out +200 CP

It seems that one of the aliens in your playlist is still alive and will attempt to take control of you in order to become complete.

Albedo +200 CP

This once Galven scientist will arrive in the jump continuity with a bootleg Omnitrix with the same playlist as yours, claiming that he invented the Omnitrix Core.

He intends to take it and dismantle the device in order to use it for malicious intentions.

Cincotrix +300 CP [Exclusive to Omni-Kix]

This modified Mark 5 Nanoshift Enabled Exo-Armor was a creation of Inspector 13, it is missing most of the DNA related components in favour of mechanical components.

You are no longer able to take perks from the **BiomniTrix** Perk tree or the **Ultimatrix** Perk tree.

Antitrix +300 CP [Exclusive to BiomniTrix]

This device was developed by a version of Kevin Levin who modified the telepathic instruction of Vilgax. It is missing a number of support equipment in favour of superior genetic altering components inside that could improve the alien samples.

You are no longer able to take perks from the **Omni-Kix** Perk tree or the **Ultimatrix** Perk tree.

DNA Stabiliser +300 CP [Exclusive to Ultimatrix]

This Ultimatrix-like device was developed by an Albedo in order to allow him to return to his true form. This device is missing a number of normal components in order to counteract his condition through genetic calculations that can be used to make superior genetic simulations.

You are no longer able to take perks from the **Omni-Kix** Perk tree or the **BiomniTrix** Perk tree.

Self-Destruct Mode +600 CP

At some point during your Omnitrix Core will enter into its "Self-Destruct Mode" beginning a countdown until it detonates.

If you cannot deactivate the "Self-Destruct Mode", the explosion will cause an energy ripple that will destroy the entire universe all at once and cause a Chain Fail.

The most powerful weapon +200 CP/+400 CP/+600 CP/+1000 CP

Normally no one within the continuity would know about the Omnitrix, however with each purchase of this drawback, a new enemy of Ben 10 will appear within your galactic sector.

For **+200 CP** only **Vilgax** will appear.

For **+400 CP** both **Vilgax** and **Malware** will appear.

For **+600 CP** - **Vilgax**, **Malware** and **Khyber** will appear.

For **+1000 CP** - **Vilgax**, **Malware**, **Khyber** and **Highbreed** will appear.

1. **Vilgax** is in a repair tank healing after shooting at battling the ship that held the Omnitrix core. While healing he will make indirect attempts to get the device such as sending MechaDroids, hiring bounty hunters and controlling locals to do the job for him. If the device has not been retrieved he will eventually have his body repaired and cybernetically enhanced, making him far taller and stronger than before when he goes to get the Omnitrix Core himself.
2. **Malware** is an incomplete and mutated Galvanic Mechamorph, he plans to absorb the Omnitrix to upgrade himself and become more powerful than ever. He is able to use most of the abilities of a Galvanic Mechamorph including eye beams, elasticity, shapeshifting, size alteration and regeneration however instead of the ability to merge and upgrade technology he destroys technology and makes it a part of him.
3. **Khyber** is a Zaroffian mercenary and allegedly the greatest huntsman in the galaxy, who has hunted down both sapient and non-sapient beings. He is targeting you with his Nematrix enhanced Panuncian pet, considering you his greatest game.
4. **Highbreed** despise every other species believing themselves to be "above" them and seek to cleanse the universe of "lower life forms". The entire Highbreed military will be distributed across your continuity and will use an advance force to build massive teleporter gates to aid in their universe-wide xenocidal rampage.