Ben 10 Custom Omnitrix Supplement

+1000 OP (Omnitrix Points)

For reference purposes all devices within this jump will be referred to by the umbrella term of "**Omnitrix**".

If you have purchased multiple "**Omnitrix**" then **Omnitrix Points** can be shared between the two devices.

If the total remaining from Omnitrix purchase is more than **+1 OP** it will require you to take the **Malfunction** "**The Most Dangerous Tool in the Universe**".

Omnitrix Points -100 CP
You can purchase this multiple times and gain **+200 OP**.

A reference guide and optional purchase choices for canonical "**Omnitrix**" tools is at the end of the document.

Custom Omnitrix:

The following is the list of features that can be combined to make an "**Omnitrix**".

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.

You can modify the "**Omnitrix**" to gain access to the features that aren't unlocked but do keep in mind it is the most advanced piece of technology in a very technologically advanced universe and was built by the smartest being in 3 to 5 galaxies.

You can also build machines that are compatible with it. If you wanted to plug it into a cloning machine or even slot it into another DNA storage device to transform into alien hybrids, go right ahead.

Core:

The core of an "**Omnitrix**" is the main component used to determine what type of transformation takes place.
You can purchase multiple cores in order to gain a hybrid core that has all of the functions but at the cost of draining the Transformation Charge at a faster rate.

Empty-Trix Free
This is a blank core that does not have the ability to perform transformations.
The Emptytrix can be used to integrate other components allowing you to create a tool similar to the **Proto-Tool**.

Import-Trix Free/-100 OP
If you already have an "**Omnitrix**" you can import it in order to customize and add new features to the device. If the core type is listed in this section then you will receive that core for **Free**.
If you have any non-"**Omnitrix**" devices you can import them collectively for **-100 CP** but they may require further purchases to function in tandem with the "**Omnitrix**".
If you were to import a power morpher into the "**Omnitrix**" then you will be able to use it in your base form however to use it while transformed you will need to purchase the "**Omni-Kix Armors**".

Stabilizer Core:

A Stabilizer Core uses a special Omni-Energy to merge its wearer's DNA with the selected DNA sample from the "DNA Storage Matrix" in order to create alien transformations.

Omni-Trix -400 OP
This core type along with the general consent was created by the Galvan genius Azmuth.
This Omnitrix core allows the user to transform into a copy of a selected sapient alien life-forms from those stored within its database.
One of its intentions was to allow individuals to better understand other species by walking a mile in their shoes.

Omni-Enhanced Forms -200 OP
This core type can use any sample of alien's DNA in order to create an arsenal of tool's, technology, weapons and additional limb's allowing you to enhance yourself or an alternative form.

Biomni-Trix -400 OP
The Biomnitrix core comes in a dual set that cannot function independently.
This core's system can transform the wielder into a perfect **50%** hybrid of any two different alien DNA samples giving them the combined powers of both species.
These fusions are not stored in the Biomnitrix, rather, they are dynamically generated when being transformed into preventing the user from combining two samples of the same DNA.
Due to the paired core set you can optionally have a second "Omnitrix" with all the same features as the first for no additional cost.
The two "Omnitrix" however will be synchronized preventing them both from working independently.
NOTE:
If you have "**Master Control**" you can change the percentage of the Hybrid to be as high as **80%/20%** or as low as **20%/80%**.

Multi-Trix -200 OP
The MultiTrix core can transform the user into an amalgamation of all the alien species in a selected playlists.
This transformation results in the form containing the different characteristics of each of its component alien's similar to when an Osmosian absorbs DNA from an "Omnitrix".
The new form can use the abilities of all of its components but with varying degrees of power and control.

Anti-Trix -400 OP
The Antitrix core was developed by Kevin Levin who modified Omnitrix blueprints to develop a combat focused model.
The Antitrix core uses DNA-altering algorithms, to dynamically generate alien DNA cross-contaminated with other samples (including those not 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.

Neme-Trix -300 OP
The Nemetrix core was created by Dr. Psychobos as a way to prove his superiority over Azmuth.
The Nemetrix was designed to transform the user into a non-sapient being, although it has only been shown to turn the user into the non-sapient natural predator of whatever creature they are facing, the Nemetrix can turn them into any non-sapient creature.
WARNING:
If used on a sapient creature without protection it can damage and irreparably corrupt their minds.
Any aliens purchased with **RP** for an "**Omnitrix**" with this core will give you the transformation of the natural predator of that species.

Villain-Trix -400 OP
A villainous variation of the omnitrix core that was created by Dr. Flugslys.
This Omnitrix-Trix was programmed to generate synthetic DNA based on all the worst and nightmarish creatures from all the cryptids, monsters, fictions and mythologies of any race.
WARNING:
Due to the unstable nature of these samples you will either need extra safety systems or you will need to be careful on who you select.
If you make a mistake you could become consumed by the chosen creature like Vilgax was when he selected Black Hat.
Any aliens purchased with **RP** for an "**Omnitrix**" with this core will give you the transformation of one of the monsters from that species mythology.

Jumper-trix -100 OP/+1000 OP
This Jumpertrix Core was designed by Jump-chan, it contains all of your alt-forms from every jump you have visited and will add a new form each jump and every time you acquire a new one.
The core allows you to transform into every alt form you have with them containing your perks from their native jump in their DNA.
For **+50 OP** per Jump you have already done up to a maximum **+1000 OP**, the Jumpertrix locks all of your perks and alt forms into itself.
Leaving you with only your body mod and what you have purchased in this jump.

Supplement Core:
Supplementary cores can not store DNA samples but are able to augment and change either a transformation or the user's base form.

Omni-Kix Armor -300 OP
The Omni-Kix Core generates dynamic high tech armor that protects and amplifies the selected form's abilities.
Due to the dynamic nature of the Armor it can potentially produce any tool or equipment in order to enhance the user.
If an entity is smaller than galactic standard then the Omni-Kix may produce a full body reinforcement suit, an entity with pyrotechnics would gain enhanced flame throwing capabilities and an entity with flight would receive a propulsion system and stabilizers.

Omni-Naut Suit -100 OP
The Omni-Naut Core allows its flight suit to produce equipment able to replicate all methods of traditional travel.
The Omni-Naut Flight Suit can grow 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.

Ultima-Trix -400 OP
The Ultimatrix Core 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 a species of itself in order to enhance their existing abilities and gain new ones.
The Ultimatrix function can be applied to the same sample multiple times but each attempt will increase the chance of DNA corruption, the transformation will auto fail if the sample is unusable.
If you have “**Master Control**” you can change the parameters of the Ultimatrix Simulation.

Uni-Trix -200 OP
The Uni-Trix core allows the user to gain access to all of the powers of the selected form without transforming.
This also applies to the users base form and alt forms granting them access to the strengths and abilities of any of their transformations without changing their appearance.

Apex-Trix -300 OP (*Requires "Stabilizer Core"*)
The Apex-Trix core generates a modified sample of the selected form's DNA using all other DNA samples available (including those not unlocked) to replace less than 1% of its DNA.
This modification augment's, 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.
WARNING:
The changes to the samples DNA will heighten and change the instincts of the Apex Form which will likely have an effect on the user's personality and mentality.

Steam-Trix -200 OP
The Steamtrix core was developed by Steam Smythe in an attempt to impersonate Ben's aliens.
The Steamtrix transforms the user into a Steampunk Mechanical replica of the selected form.
The replica is constructed with pure metal making it more durable than most aliens, due it's mechanical nature the user does not feel any of the damage that the Mechanoid receives however they are aware that it has occurred.
The replica's red eyes can function as radar and it can produce steam blasts regardless of the race they are based on.

Cyber-Trix -300 OP
The Cybertrix core is able to transform the user into a cybernetic data variation of the selected form.
This allows them to interact with objects such as machines, robots, computers and other devices through cyberspace, enabling them to connect and enter their systems.
This cybernetic data can function either as a purely energy based life-form utilizing computerized variations of the samples ability or the Cyber-Trix can construct a simple containment suit that can store the cybernetic data.

DNA DataBase:
This section is for creating your repository for the DNA of potentially over a million different species that can be stored in your "**Omnitrix**".

DNA Storage Matrix Free (*Requires "Stabilizer Core"*)
The DNA matrix stores all alien DNA samples within it and when unlocked can be accessed from the playlists in order to add them as selectable options.

PlayList Free/-50 OP (*Requires "DNA Storage Matrix"*)
The first 3 purchases are Free but all further purchases cost **-50 OP** each.
Playlists are selection lists of alien's species that are required to select any unlocked alien's.

Singular Sequence +200 OP (*Requires "Playlist"*)
This can be taken once per "**Stabilizer Core**", you lose the "**Playlist**" feature and only receive a singular slot for a singular DNA sample.

PlayList Generator -100 OP (*Requires "Initial Playlist" and -200 OP spent on "Playlist"*)
Once per earth year you will gain 1 additional blank playlist.

Initial Playlist -100 OP (*Requires "Playlist"*)
You gain **+1000 RP** (Race Point) and must select at least **10** "**Active DNA Samples**" to add to your "**DNA Storage Matrix**" and fill your first "**Playlist**".

Parasite Playlist -100 OP/Free (*Requires "Playlist"*)
This playlist stores symbiotic and parasitic life forms.
When selecting from this playlist it allows you to use a dual transformation-selection in order to select a lifeform from this list and a compatible host to transform into.
You will be in control of both lifeforms simultaneously as a small hive mind.
If you have purchased the "**Biomni-Trix**" and one other "**Stabilizer Core**" then the "**Parasite Playlist**" will be **Free**.

Omnitrix Race Points -100 OP
You can purchase this multiple times and gain **+200 RP**.

Choice Race Points -100 CP
You can purchase this multiple times and gain **+500 RP**.

Active DNA Samples -??? RP
You may spend any RP you have available to add new aliens to your "**DNA Storage Matrix**" using either the Race Supplement or the in jump Race Section.

DNA Database: (*Requires "Playlist"*)
In most cases the "**Omnitrix**" does not directly hold all of the DNA samples and instead has them in an external Database that transmits the data to the Omnitrix when needed.
You may only select 1 **DNA Database** option.

Codon Stream +200 OP
The Codon Stream was created by Azmuth to link transformations to the prototype Omnitrix, rather than store each sample in separate containers.
The Codon Stream does this through its liquid database that contains the DNA of sentient beings from across the Milky Way Galaxy and beyond, housing a total of 1,000,909 DNA samples.
These samples are all of the alien DNA usable in your "**Omnitrix**" which acts as a wireless receiver to the Codon Stream, this means that if the transmission is blocked you will not be able to transform.
If you do not create a database and transmitter to take with you on further jump's all forms that have not been purchased with **RP** will be lost Post-Jump.

Primus +100 OP
Primus is a giant organic machine created by Azmuth, to store and source the DNA samples for the Omnitrix and Ultimatrix.
Primus appears as a jungle-like planet, full of vegetation and various unintelligent alien life forms, some of them being dangerous.
The main creatures on Primus are Volaticus biopsis, mosquito/wasp-like robots created by Azmuth that traveled the universe in order to find new alien DNA to add to its core Codon Stream.
The transmission from Primus to its Omnitrix can not be blocked in jump.
If Post-Jump neither primus or a substitute planet with the same functionality have been added to your warehouse all forms that have not been purchased with **RP** will be lost.

Digital Storage -100 OP
In the finished Omnitrix created by Azmuth the DNA samples were stored within the Omnitrix itself in a computerized form.
Unlike the previous storage types, the Digital Storage does not rely on the Codon Stream for transformation and can retain any unlocked aliens post jump.

DNA Pods -200/300 OP
The DNA samples are contained in DNA Pods within the "**Omnitrix**" itself.
Each pod has a small forcefield that keeps the DNA contained but allows a living being to pass through it, this temporarily transforms them into the Pod's DNA sample.
This storage type actually contains all 1,000,909 canon DNA samples allowing you to potentially access them even if you have not unlocked them post jump.
For a total **-300 OP** the user can temporarily access random aliens not present in the active playlist by pulling up on the device's faceplate instead of pushing down.

Extra:
These can be taken alongside any **DNA Database** option.

DNA Backup Repository -100 OP
Your "**Omnitrix**" comes with a complete DNA backup that Prevents any DNA samples from being corrupted.
Any mutated samples can be stored as a new DNA sample and can become a new unlocked sample.

DNA Download -200 OP (Requires "Digital Storage" or "DNA Pods")
Your "**Omnitrix**" can now download data directly to your "**DNA Storage Matrix**" from any DNA database you have access to.
These samples can come from one from an in-universe database or from your database collection, however the "**Digital Storage**" only retains unlocked samples after the jump it was scanned from.
While in universe the "**Omnitrix**" receives updates from Galvan Prime however post jump you will require compatible technology to replicate the update function.

Omnitrix Synchronization -100/150 OP
The "**Omnitrix**" can synchronize with another "**Omnitrix**" that has this function.
By linking the faceplate the two "**Omnitrix**" will gain the combined playlist of both but be stuck in recalibration mode while processing the samples after which they will all be unlocked and available for use.
For **-100 OP** the "**Omnitrix**" will automatically synchronize with another "**Omnitrix**", and then process the new samples immediately even without the user's intent.
For **-150 OP** the "**Omnitrix**" will ask for confirmation before syncing to another "**Omnitrix**" after synchronizing the "**Omnitrix**" will ask for confirmation before processing the new samples.
Before the sample processing starts the "**Omnitrix**" can still be used however the new samples will be unavailable and should the cached data be lost you will not be able to process and unlock the samples.

Size and Attachments:
This section applies to the size and shape that your "**Omnitrix**" takes.

Object Type:
You may only select 1 **Object Type** option

Perk -400 OP
This makes this "**Omnitrix**" a Perk that gives you full access to its components as if it were a part of your body.

Apparel Free
This allows the "**Omnitrix**" to become a piece of worn equipment similar to a necklace, watch, collar or belt.

Handheld Tool +50 OP (*Requires "Integrated Tool"*)
The "**Omnitrix**" will take the form of any purchased Tool and be able to swap between the forms if multiple tools have been purchased.

Symbiote +100 OP
The "**Omnitrix**" becomes a symbiotic life form that controls the action of the "**Omnitrix**".
You can communicate with it using the control interface.

Independent Lifeform +200 OP
The "**Omnitrix**" becomes one of the playlist aliens as a separate sentient entity who for the purposes of this document is the "**User**" of the "**Omnitrix**".

Vehicles +300 OP
Your "**Omnitrix**" is a type of vehicle that can be driven.

Large Machine +400 OP
Your "**Omnitrix**" is a large and difficult to move machine.

Attachment Type: (Requires “Apparel”, “Handheld Tool” or “Symbiote”)
This section determines how the omnitrix is attached to your body.
You may only select 1 **Attachment Type** option

Loose Fitting +400 OP
The “**Omnitrix**” does not fit you and will fall off on its own if you do not keep it attached.

Easily Removable +300 OP
The “**Omnitrix**” will remain on you but will come off if a slight amount of force is applied.

Simple Latch +200 OP
The “**Omnitrix**” is secured by a wraparound buckle that can be adjusted to better fit its user.

Rudimentary Lock +100 OP
The “**Omnitrix**” is secured by a Tech Level 2 lock similar to an earth padlock.

Nano-Sutures Free
The “**Omnitrix**” uses Tech Level 6 Nanites to seal itself shut and alter its size to fit its wearer.

Atomically Sealed -100 OP
The “**Omnitrix**” uses Tech Level 10 atomic alteration tools to automatically alter its size to fit the user and attach the “**Omnitrix**” to the surface level of the user's body.

Biometric lock -200 OP
The “**Omnitrix**” alters its size to fit the user, and locks itself to their DNA sequence.
This means that it cannot be removed by normal physical means even if the attached body part is removed from the user.

Extra:
This can be taken alongside any **Attachment Type** option.

Feedback Protection -100 OP
The “**Omnitrix**” has a built-in energy protection system that will emit a feedback pulse in order to protect its user, against anyone trying to remove it from them.

DNA Encryption -100 OP/Free
The “**Omnitrix**” can be bonded to the user's genetic code, making it so that only a biological relative can use the “**Omnitrix**”.
Other individuals will still be able to interact with the “**Omnitrix**” using its control interface but will not be able to utilize its transformations and functions.
If you have purchased the “**Biometric lock**” or “**DNA Pods**” have been purchased then “**DNA Encryption**” will be **Free**.

Transformation Selection: (*Requires "Stabilizer Core"* or *"Supplement Core"*)
This section determines the mechanics of a transformed state.

Transformation Application:
This determines who the target of an "**Omnitrix**" transformation will be.

Self +100 OP
The "**Omnitrix**" will apply its functions only to itself.

User Free
The "**Omnitrix**" will apply its functions only to its user.

Third Party -150 OP
The "**Omnitrix**" will apply its functions to a target of the device.

Drone -200 OP
The "**Omnitrix**" will create drones and apply its functions to them.

Drone Extra: (Requires "Drone")
This can be taken alongside the **Drone** option.

AI Controlled Free
All drones are controlled by a simple AI or the "**Omnitrix**" Intelligence.

Remote Controlled -50 OP
You control all of the drones.

Transformation Duration:
This section is for components related to the "**Omnitrix**" transformation timer.

Transformation Charge Time +100/Free/-50/100 OP
The "**Omnitrix**" transformation sequence is a separate component from the main component that is capable of retaining a limited charge.
When this charge is empty, the user will revert to their original form and the device will go into Recharge Mode.
For **Free** the "**Omnitrix**" will have a maximum charge time of 10 earth minutes.
In order to gain **+100 OP** the maximum charge time will be 2 earth minutes.
If you pay **-50 OP** the maximum charge time will be 25 earth minutes
If you pay **-100 OP** the maximum charge time will be 1 earth hour.

Random Timeout +100/200/300 OP
Transformation charge times become less reliable as the charge time will now be a random amount of time between minimum and maximum charge times.
For **+100 OP** the minimum charge time will be half of the maximum charge time.
For **+200 OP** the minimum charge time will be reduced to a fifth of the maximum charge time.
For **+300 OP** the minimum charge time will be reduced to 5 seconds.

Safety Backup -100 OP
Your "**Omnitrix**" will have an emergency transformation sequencer that will only activate in situations where timing out would kill you.
If this is used it will double the time it takes for your "**Omnitrix**" to exit "**Recharge Mode**".

Timeout Notification +100/Free/-50/100 OP
When the transformation is timing out the "**Omnitrix**" will notify you by flashing red and notify the user via a beeping noise.
To gain **+100 OP** this notification is removed.
For **-50 OP** the "**Omnitrix**" will notify you and give you a countdown when 100 seconds of the transformation remain.
If you pay **-100 OP** you will have a subconscious awareness of exactly how long the transformation will last for.

Omnitrix Positioning:
This determines the "**Omnitrix**" position while the user is transformed.
You may only select 1 positioning option.

External +200 OP
When transforming the "**Omnitrix**" will change in size to fit the transformation but is otherwise unaffected and remains in its inactive state, if removed the user will de-transform.

Display Free
When transforming the "**Omnitrix**" is reduced in size showing only the faceplate while the rest of the device is incorporated into the new form preventing it from being removed.
The "**Omnitrix**" faceplate allows the user to fully interact with the device while they are still in their transformed state.

Internal +200 OP
When transforming the "**Omnitrix**" is completely incorporated into the transformation preventing the user from physically interacting with it.

Transformed Interface Features: (Incompatible with "Internal")
These are the features that the omnitrix is exclusively capable of while transformed.

Transformation Deactivation -50 OP (Free Active "Master Control")
The user can manually revert to their original form using the "**Omnitrix**" Faceplate.
Deactivating the transformation this way will allow the "**Omnitrix**" to recharge the Transformation Sequence without going into recharge mode.

Switch Transformation -100 OP (Free Active "Master Control")
The "**Omnitrix**" has a switching feature, that allows the user to change in between transformations from those available on the playlist, by using the "**Omnitrix**" Faceplate.
Each time this feature is used it reduces the Transformation Time remaining.

Transformation Mechanisms:
These mechanisms are the methods of accessing transformations.

Sample Selection Free
Using the **Control Interface** the user is able to select samples from the "**Omnitrix**".
The **sample selection** uses the **Visual Interface** to indicate what samples are available for transformation.

Paired Transformation Free (Requires "Omnitrix Synchronization")
You can set your "**Omnitrix**" to transform into the same sample as a paired "**Omnitrix**" or allow a paired "**Omnitrix**" to select a transformation for you.

Randomizer Function Free/+50/100 OP (*Requires "Playlist"*)
The "**Omnitrix**" has a Randomizer Function that allows the user to transform into a random unlocked Sample.
For **+50 OP** when transforming the "**Omnitrix**" will randomly activate the randomiser function.
For **+100 OP** the "**Omnitrix**" randomly changes what transformation you are in.

Reactive Transformation -300 OP (Discount "Paired Transformation")
The "**Omnitrix**" reactivity transforms the user into the best available sample for the situation you are facing.

Random Unlock -50 OP (*Requires "*Randomizer Function*" or "*Reactive Transformation")
It is possible for the "**Omnitrix**" to unlock a sample from the "**DNA Storage Matrix**" when the "**Randomizer Function**" or "**Reactive Transformation**" are used.

Life-Form Lock -150 OP (Free Active "Master Control", *Requires "*Transformation Deactivation")
The "**Life-Form Lock**" acts as a direct pathway to the "**Power Source**" which discharges the transformation sequence but allows the user to keep the "**Omnitrix**" from timing out.
This will keep the user in a transformed state for as long as the power source lasts.
While the "**Life-Form Lock**" is in use the user cannot transform into another sample.
When you disable the "**Life-Form Lock**" the "**Omnitrix**" will go into Recalibration mode for as long as the "**Life-Form Lock**" was in use so that it can update your DNA Profile.
The "**Omnitrix**" will then go into Recharge Mode for the full duration of "**Recharge Timer**".

Master Control +100/-100/600 OP
The Master Control is a program in the "**Omnitrix**" that allows unlimited access to all of the "**Omnitrix**" functions such as instant transformation, no time limit unless all available power is used up and access to any Sample form within their Playlist or Database connected to the "**Omnitrix**" though this will not count as them being unlocked.
To gain **+100 OP** your "**Omnitrix**" does not have a **Master Control** function.
For **-100 OP** your "**Omnitrix**" has the **Master Control** function but it is not active and it is not clear how to unlock or trigger it.
For **-600 OP** your "**Omnitrix**" has the **Master Control** function and it is active from the start.

Transformation Integration: (*Requires "Stabilizer Core"*)
This section is for the Integration components when a transformation has occurred.

Sample Integration Free
When transforming sample DNA is "injected" into the target, turning them into the selected sample.
This means that the user retains their personality, memories, and consciousness.

Instinct Integration +100/Free/-100/300 OP
When you transform into a Sample you may not know how to use its abilities or even what they are.
By purchasing this component, when you transform you will gain the instincts and knowledge of that sample on its powers and abilities.
You may choose to have no access to the samples instincts for **Free**.
To gain **+100 OP** every sample will have an effect on the users Capabilities.
If you pay **-100 OP** you have access to the instincts however some samples such as Appoplexian may have an effect on the users mental capabilities.
If you pay **-300 OP** you are completely resistant to any instinctive effects that alter the users mental capabilities. If taken with **Convergence Enhibiter** the user will be completely protected from all mental effects of transformation.

Integration Adjustment Free/-100/200 OP
For **Free** the transformations will all be identical in appearance to the original donors of the samples.
If you purchase this for **-100 OP** then the transformations will be altered so that it is the same proportional age and gender as you.
For **-200 OP** all transformations will dynamically change so that they are a proportional equivalent to you in every way naturally possible.
If taken with "**Master Control**" you can control the alterations that your purchase would normally automatically change.

Optimized Sample Integration +100 OP/Free/-100 OP
For **+100 OP**, the physical and mental condition of the transformation sample has capabilities at the level of random civilians in terms of abilities.
For **Free** the sample is from an optimized member of the species at the peak physical and mental condition.
For **-100 OP**, the samples are enhanced with nanotechnology that rejuvenates damaged tissue and restores stamina.

Support Enhancements Free/-50 OP
For **Free** the "**Omnitrix**" can add extra equipment to a sample's transformations in order to make them capable of surviving in its users native environment.
Such devices include dynamic hazmat suits and Anti-Gravity Projectors which compensate for a large difference of gravity between the sample's natural environment and the location the user transforms in.
The Support Equipment is not always to protect the user and can be set up to keep the user from causing harm to those who are vulnerable to their passive natural abilities.
If the user does not want to remain in their support equipment it can either be removed manually or through the "**Omnitrix**" control interface.
For **-50 OP** the support equipment can be added to the faceplate granting all transformations a life support system to protect the user from even the most extreme environmental hazards.

Medical Support:

This section is for the components that are used for medical purposes..

Sickness Integration +100/-100/200 OP

For **+100 OP** any illness you have contracted is converted to the equivalent of the transformation sample.
If you pay **-100 OP** then you will be cured of any illness that you have contacted while transformed.
For a total of **-200 OP** you will be cured of any illness you have by transforming.

Damage Buffer -100 OP

If the user receives fatal damage or would be knocked out, the "**Omnitrix**" will revert them unharmed to their normal form.

DNA Restoration -200 OP (Requires "Damage Buffer")

The "**Omnitrix**" now gets an improved "**Damage Buffer**" that will short out the Transformation charge in order to revert the user to the state they were in on their last detransformation.
This will occur just so long as the user died while wearing the "**Omnitrix**".
The user will retain their memories but might feel disoriented when they are restored.
Post jump this will function as a **1-UP**.

DNA Restoration -50 OP (Free "Species Restoration")

Draining energy from the transformation charge the "**Omnitrix**" is now able to repair the unhealthy, augmentation and mutation of DNA within a target.
This will revert the target to a default state in line but not the same as the sample stored within the "**Omnitrix**".
This can also be used to remove foreign bodies including weapons and parasites from the target as well as repair moderate injuries.
This process is highly power consuming and may force the "**Omnitrix**" to go into Recharge Mode for a while.

DNA Recreation -50 OP (Free "Species Recreation")

The "**Omnitrix**" is able to produce a new sample of any DNA that has been unlocked.
Without this feature any samples taken from the user while they are transformed will become unstable and implode on a cellular level when the user detransforms.

DNA Recalibration -50 OP (Free "Species Restoration")

The "**Omnitrix**" is able to genetically manipulate DNA or reprogram a species' DNA in order to implement a Generic Damage repair function.

Species Restoration -100 OP

This can also be used to repair mutated DNA on a planetary scale.
This function can be applied to all species by utilizing auto divergent detection and with the correct setting can even be used to revert the terraformation of a planet.

Species Recreation -100 OP (Requires “Species Restoration”)
This setting can be used to create an auto generation of a divergent population.
This population then has physical body’s constructed thereby restoring the species to life possibly even from extinction.

Display Interface:

The display interface is the component that shows the user the options and functions of the “**Omnitrix**”

Display:

A pixel is the smallest unit of a digital image or graphic that can be displayed and represented on a digital display device.
You may only select 1 **Display** option.

8X8 Pixel Screen +300 OP
The “**Omnitrix**” has a basic 8X8 multi color pixel screen which makes some images and descriptions difficult to see.

32X32 Pixel Screen +150 OP
The “**Omnitrix**” display is 32 pixels wide by 32 pixels tall and has a rotating view for Visual Interface icons.

480X480 Pixel Screen Free
The “**Omnitrix**” display is 480 pixels wide by 480 pixels tall, it can have scrollable rows of icons above and below the Visual Interface section.

Dynamic Holographic Screen -100 OP
The “**Omnitrix**” has an atomic resolution Holographic Display, that shows the Visual Interface, and other settings.

Visual Interface:

The visual interface shows the display of the database image from all unlocked samples.
Depending on the **Visual Interface** the samples may require the user to trial and error, in order to determine which are which.
You may only select 1 **Visual Interface** option.

Silhouettes Free
The “**Omnitrix**” shows a black silhouette of the sample's outline.

Icon -50 OP
The “**Omnitrix**” shows icons depicting the samples faces, which can have slight customisation in order to be multi-coloured or monotone.

3D Model -50 OP (Requires “Dynamic Holographic Screen”)
The “**Omnitrix**” shows holograms of the aliens which can have customisation in order to be multi-coloured or monotone.

Extra:
This can be taken alongside any Visual Interface option.

Data Set -100 OP (Requires “Dynamic Holographic Screen”)
The “**Omnitrix**” is able to display a full 3D Model and information about the samples that you're selecting from the holographic display, including a brief description of their strengths and weaknesses.

Control Interface:

The control interface for an “**Omnitrix**” is the tool used to select and choose options from the device.
You may choose the control layout of the components that the interface uses and what functions they control.
For the control layout you are not only able to utilize what interfaces are used but also how long an interface is in use, for example if a button is held down it could be used to toggle functions.
You may only select 1 **Control Interface** option.

Single Input Interface +200 OP
The “**Omnitrix**” has only a single button.
In most cases it will function as an activation button.

Dial and Single Button interface +150 OP
A Dial interface system that can be used to move in either direction with a single button.

Dial and 16-button keyboard +100 OP
A Dial interface system that can be used to move in either direction with sixteen buttons.

Touch Screen interface Free
You can interact with the “Omnitrix” by touching on its faceplate and utilizing a custom interface for the selection of features.

Holographic Interface -50 OP (Requires “Dynamic Holographic Screen”)
This brings up a holographic touchpad or 3D interface, where the user can tap and drag in order to access any features.

Voice Command -50 OP
The “**Omnitrix**” can be controlled by the user's voice, it is called Omnitrix User Access Voice Recognition Mode.

Telepathic interface -100 OP
The “**Omnitrix**” can respond telepathically to its user.
This function has no activation button and the device itself can activate on its own.
Allowing the user to manipulate the device with their mind.

Extra:
This can be taken alongside any **Control Interface** option.

Pop-out Faceplate -50 CP (*Requires “Stabilizer Core”*)
When selecting a sample you can have the faceplate pop out and press it back in to confirm the selected sample.

Power System:
The “**Omnitrix**” internal power system controls the power distribution including the light up display and recharging the transformation sequence.

Battery:
The Battery is the core source of energy for the “**Omnitrix**” fueling all of the “**Omnitrix**” functions.
You may only select 1 **Battery** option.

Coal and Steam +250 OP
The “**Omnitrix**” now has a furnace that powers its functions needing to be burning coal on a constant basis.

D Battery +150 OP
The “**Omnitrix**” is powered by a set of 6 D batteries that will last approximately 4 Hours before needing replacing.

Batteries Not Included Free
The “**Omnitrix**” does not have a power source but can have any power interface wired into it.

Fusion cell -50 OP
The “**Omnitrix**” is powered by a high-grade, long-term nuclear battery that will last over 70 years.

Self-renewable power supply -150 OP
The “**Omnitrix**” is powered by a special self-renewable power supply that will last over 6 billion years.

Unlimited Power -200 OP
The “**Omnitrix**” is powered by a Multiversal power supply known as an Eternal Energy Reactor.

Recharge Components:

This section relates to the regulation of power to the transformation sequence.

Recharge Mode +100/Free/-50/100 OP

When the "**Omnitrix**" times out, it goes into **Recharge Mode** and turns the Faceplate Red.
This happens for two reasons the first being that the sequencer has been discharged, and the second being that the user's DNA has been compromised from the sample attempting to permanently attach to them.
If the user is compromised the time out is due to the "**Omnitrix**" trying to repair the damage.
All of the recharge times below are indicative of a standard recharge rather than those caused by extra functions such as the **Life-Form Lock**.
For **+100 OP** the recharge time will be between 1 earth hour and 1 earth day.
For **Free** the "**Omnitrix**" will take between 20 earth minutes and 1 earth hour to recharge.
By paying **-50 OP** the "**Omnitrix**" will take between 5 and 20 earth minutes to recharge.
If you pay **-100 OP** the "**Omnitrix**" will take between 1 and 5 earth minutes to recharge.

Instant recharge -100 OP

The Omnitrix can instantly recharge to protect the user from a direct physical threat however repeated use of this function can cause issues.

Capture Mode:

The original function of the "**Omnitrix**" was as a tool of peace to allow the various races to better understand each other by walking a mile in each other's shoes with a second function as a backup database to restore a species should they ever go extinct.
The **Capture Mode** function turns the Faceplate Yellow is a holdover from those original intentions both as a method of quickly downloading the Sample of an individual who you would like to better understand and as a way of adding a new sample of those not in the **DNA Database**.
The "**Omnitrix**" could add or replace one of the DNA samples with someone else from the same species.

Download Scan:

The "**Omnitrix**" will constantly be scanning for new samples but will require a more intensive download scan in order to unlock it.
The function of the Download Scan is either to unlock the sample and to add it to the database if it is not in the **DNA Database**.
You may only select 1 **Download Scan** option.

Direct Scan +100 OP

The "**Omnitrix**" can copy a new sample by making direct contact for a few seconds with the original tissue.

Ray Scan Free
The “**Omnitrix**” can project a 30 ft scanning ray that requires a few seconds to download a sample.

Passive Scan -100 OP
The “**Omnitrix**” will constantly be scanning within a kilometer in order to gain a new sample; the original tissue must stay within this distance for a few seconds to download.

Compatible Species:
This section is in relation to what samples are compatible with the “**Omnitrix**” this does not override any pre-existing restrictions due to core type.
You may only select 1 **Compatible Species** option.

Omniverse Aliens +200 OP
The “**Omnitrix**” is only able to store DNA samples that are native to the Ben 10 Continuity.
The “Omnitrix” is unable to accommodate the DNA of magical creatures or creatures without DNA.

Omniverse Samples +100 OP
The “**Omnitrix**” is only able to store any samples that are native to the Ben 10 Continuity.

DNA Samples Free
The “**Omnitrix**” is able to store DNA samples from any Continuity but is unable to accommodate the DNA of magical creatures or creatures without DNA.

All Purpose Sampler -100 CP
The “**Omnitrix**” is able to store any sample, as long as it has an equivalent to traditional DNA including code for digital lifeforms, compressed schematics for technical lifeforms and algorithms for mathematical lifeforms.
You are able to scan an entity regardless of if it is a robotic species such as the Auto-Bots, a techno-organic race like the Gems, or even multidimensional being such as Hitchhiker Mice, even beings without even the barest shred of DNA, like Anodites, can be added to the Omnitrix via their spark signature.

Sample Stability:
This section is in relation to how viable a sample may be before an “**Omnitrix**” is unable to scan it.
You may only select 1 **Comparable Sample** option.

Living scan +50 OP
The “**Omnitrix**” is only able to scan fully functioning and active entities in order to generate a viable “**Omnitrix**” Sample.

Tissue scan Free
The “**Omnitrix**” is able to scan remnant tissue samples such as fresh blood, saliva and skin in order to generate a viable “**Omnitrix**” Sample.

Fossil scan -50 OP (Requires “DNA Restoration”)
The “**Omnitrix**” is now able to scan long deceased, degradation and damaged samples in order to generate a viable “**Omnitrix**” Sample.

Extra:

This can be taken alongside any **Scanner** options.

Hybrid Extraction -50 OP
The “**Omnitrix**” is able to scan hybrids and extract pure samples of the DNA they are composed from.

Sample Generation -50/100 OP
If a scanned entity is incompatible with the user or “**Omnitrix**” the sample will be augmented to create a Viable sample in the same process as the creation of Nanomech.
For **-50 OP** If the “**Omnitrix**” is generating a new sample, it will not allow the user to transform.
For **-100 OP** the “**Omnitrix**” will be usable while it generates the sample.

Generated Storage -100 OP (Requires “DNA Storage Matrix”)
Any stable DNA Samples generated from the “**Omnitrix**” will be saved as a new sample in “**DNA Storage Matrix”.**

Scan Lockout +400 OP
The DNA Scanner of the “**Omnitrix**” will attempt to scan any DNA in the galactic sector that is not already in the **DNA Database**. If the DNA sample is too far away, then the Omnitrix will shut down all its other functions until it scans the new sample.

Customisation:

Detransformation Disguise -50 OP
The “**Omnitrix**” can give the user a customisable disguise that they can activate at will, it can also be toggled to be worn when de-transforming.

Color Preference Free/-50 OP
By default the main color scheme will be Ben 10 Green but for **Free** you can make a 1 off change to the Color.
For **-50 OP** you can toggle the color at will and change the sample's eye color in order to match the selected color scheme.

Comfortable -50 OP
The “**Omnitrix**” is 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.

Gold-Plated -50 OP
The “**Omnitrix**” is made of gold plated Taydenite and encrusted with diamonds and gems from across the multiverse.

Omnitrix Symbol Position -50 OP (Requires “Display”)
When the user is transformed, the “**Omnitrix**” symbol is typically set on the transformation’s chest.
With this function the “**Omnitrix**” symbol can be put in different places on any of the transformations.

Clothing Free/-50/-100 OP
For **Free** the “**Omnitrix**” automatically creates clothing for the generated samples but by default the “**Omnitrix**” adapts the clothing the user is wearing when they first transform.
If you spend **-50 OP** you are able to re-design whatever clothing or protective equipment your transformations get.

Aesthetic Design Free/-50/100 OP
By default, the “**Omnitrix**” appearance will be in line with the original prototype Omnitrix but applied to the “**Object Type**” that this “**Omnitrix**” uses.
For **-50 OP** you can do a one off customisation for the design of the “**Omnitrix**”.
For **-100 OP** you can change this “**Omnitrix**” design at will.

Functions:
The “**Omnitrix**” has a number of potential functions that it can use even when not transforming.

Menu Free
The “**Omnitrix**” menu h can be used to navigate the many functions the omnitrix can use.
The “**Omnitrix**” menu displays icons on tabs, such as "Return to the Transformation Selection Menu", "Messages", "More Options", "Return to the Main Menu" and "Omnitrix Settings".

Access Panel +50/Free
For **+50 OP** this feature is removed.
For **Free** the “**Omnitrix**” has a built-in access panel that allows the user to go inside the Omnitrix for maintenance.

Teleportation +50/-100 OP
For **Free** this feature can be removed.
For **+50 OP** the "**Omnitrix**" has a built-in teleportation mechanic that uses Azmuth's teleportation channel but it can only be controlled from Galvan Prime, Azmuth's workshop or a similarly advanced data station.
For **-100 OP** the "**Omnitrix**" teleportation channel can be controlled by the "**Omnitrix**" **Control Interface**.
Post-jump, the "**Omnitrix**" can automatically connect to any in-universe teleportation network without the intrusion being detected.

Waterproof -50 OP
For **-50 OP** the Omnitrix is waterproof.

Communicator +50/Free/-50 OP
If you remove this function you gain **+50 OP**.
For **Free** the "**Omnitrix**" has a 2-way communication built into it which can record messages, similar to voicemail.
By paying **-50 OP,** the "**Omnitrix**" can also make group calls of 3 or more.

Camera/Recorder +50 OP/Free
If you remove this function you gain **+50 OP**.
For **Free** the "**Omnitrix**" can record sound and video footage for later playback either as still frames or as an active recording.

Homing Beacon +50 OP/Free
For Free the "**Omnitrix**" has a distress signal function and homing device that can be activated by the user.
For **+50 OP** "**Omnitrix**" homing beacon is active whenever the omnitrix is in use, allowing anyone with compatible technology to pick up the signal in order to track down the device.

Torch +50 OP/Free
For **+50 OP** this feature is removed.
For **Free** the "**Omnitrix**" has a built in high powered light.

Compass +50 OP/Free
For **+50 OP** this feature is removed.
For **Free** the "**Omnitrix**" has an advanced compass system that can display any predetermined locations, people or creatures of interest including DNA samples that are not in the **DNA Database**.
The "**Omnitrix**" can also detect other Matrix cores.

Mapping System +50 OP/Free
For **+50 OP** this feature is removed.
For **Free** the "**Omnitrix**" has a built in sonar imaging system which generates a map on the "**Omnitrix**".
If the "**Omnitrix**" has the "**Dynamic Holographic Screen**" it can create a 3D hologram map.
For **-50 OP** the "**Omnitrix**" has a GPS function that allows you to scan for and track down signals including other matrix cores and DNA samples that are not in the **DNA Database**.

Universal Translator +100 OP/Free
For **+100 OP** this feature is removed.
The "**Omnitrix**" has a built-in Universal Translator that so long as a convertible language is being spoken, the "**Omnitrix**" will automatically translate it into a language that the user understands.

Authority +50/Free/-50 OP
For **+50 OP** this feature is removed.
For **Free** the "**Omnitrix**" has a built in Plumber's Badge that will be recognised by all in jump authorities as an official branch of government.
For **-50 OP** the Plumber Badge Automatic updates to add an equivalent badge of authority.

Watch +50 OP/Free
For **+50 OP** this feature is removed.
For **Free** the "**Omnitrix**" has an orange timer-like setting that allows the user to show the current time, measure time intervals and an Alarm function.

Game Emulator +50 OP/Free
For **+50 OP** this feature is removed.
For **Free** the "**Omnitrix**" has a built-in gaming emulator that can integrate any scanned game.

Adapter +100/50 OP/Free
For **+100 OP** this feature is removed.
For **+50 OP** the "**Omnitrix**" has an adapter cable that can morph in order to connect to any technological database.
For **Free** the "**Omnitrix**" can wirelessly connect to any database.

Calendar Log System +50 OP/Free
For **+50 OP** this feature is removed.
For **Free** the "**Omnitrix**" has a dynamic calendar with a built-in personal log system.

Analyzer +50 OP/Free (Requires "Dynamic Holographic Screen")
For **+50 OP** this feature is removed.
The "**Omnitrix**" has a high-tech holographic interface that analyzes what is in front of it, highlighting the figure in a customisable outline.

Radiation Detector +50 OP/Free
For **+50 OP** this feature is removed.
For **Free** the“**Omnitrix**” features a Geiger counter that can also function as a radio signal reader, it will also inform the User of the type of Radiation being directed and its potential hazards.

Medical Status +50/Free/-50 OP
For **+50 OP** this feature is removed.
For **Free** the“**Omnitrix**” tracks the wearer's heart rate and brain waves.
For **-50 OP** the“**Omnitrix**” keeps tabs on all of the user's health conditions such as hydration, hunger and sleep deprivation, it maps out their internal body structures highlighting their wounds, parasites and other foreign bodies.

Tool -50 OP/-250 OP
The “**Omnitrix**” can produce tools for **-50 OP** you can select 5 tools for your Omnitrix to produce or for **-250 OP** you can select to unlock all of them.

The list of tools are:

- Utility knife
- Tape measure
- Screwdriver
- Pliers
- Locking pliers
- Hammer
- Wrench
- Needle-nose pliers
- Monkey wrench
- Socket wrench
- level
- Staff
- Blaster
- Energy Bow
- Net Caster
- Pod Launcher
- Power Sword
- Scanner
- Grappler
- Sights
- Energy Shackle
- Auto Turret
- Flashlight
- Tonfa
- Taser
- Fishing Rod

- Laser
- Hose
- Vacuum
- Shield
- Harpoon Gun
- Staff
- Energy Shield
- Computer
- Pulley
- Electric Rope
- Laser Pointer
- Bro Flex
- Odor Detection
- User manual
- Auto aim
- Energy Shield
- Repulser
- Lasers
- Flamethrower
- Freeze Ray
- Energy Shields
- Storage Cube

Self-Destruct Mode Free

The “**Omnitrix**” was built with a practice failsafe, it charges energy while counting down until it explodes.

This Self-Destruct Mode was intended as a last resort should the “**Omnitrix**” fall into the wrong hands.

In order to Self-Destruct the “**Omnitrix**” is charged from its power source, the longer the charging process occurred the larger the explosion will become, the user is able to use the **control interface** to set the timer, the minimum time required to cause an explosion capable of successfully Self-Destructing is 30 seconds.

If the “**Omnitrix**” is charged for several days, the charged explosion will contain enough force to destroy the entire universe.

You are able to cancel the countdown at any time. If your “**Omnitrix**” goes through the Self-Destruct process, you will get a new one with its adjustments and features in your next jump.

If Self-Destructing is used on an “**Omnitrix**” with “**The Most Dangerous Tool in the Universe**” then the Destruction of the “**Omnitrix**” will initiate the 24 earth hour timer.

Recalibration Mode Free/-100/200 OP
If the "**Omnitrix**" has not been used in a period of time long enough for the user's DNA to change or if it has changed in another way the "**Omnitrix**" will go into **Recalibration Mode**. While in **Recalibration Mode** the faceplate will glow blue and the "**Omnitrix**" main functions will be unusable until the recalition has completed.
The purpose of **Recalibration Mode** is to scan the "**Omnitrix**" for system errors/glitches and incorporating the new tissue updating its user record.
For **-100 CP** when recalibrating the "**Omnitrix**" may cycle the active playlist for new Samples not yet unlocked and change its visible design.
For **-200 CP** the user can use the **control interface** to activate **Recalibration Mode** at any time however repeated use of this feature will result in the "**Omnitrix**" staying in **Recalibration Mode** for longer periods of time as it attempts to find the supposed error.

Security Features:
These are components of the "**Omnitrix**" that function as protection for both the user and the "**Omnitrix**" from potential hazards.

Convergence Enhibiter -50 OP
This function of the "**Omnitrix**" prevents generated Samples from gaining independent sentience inside of the "**Omnitrix**" database.

Unauthorized Interface Protection -50 OP
If the "**Omnitrix**" is tampered with on a technological level by a Galvanic Mechamorph or another entity with similar abilities the "**Omnitrix**" will forcefully reject them.

Mental Possession Protection -50/100 OP
For **-50 OP** while the user is transformed, the "**Omnitrix**" will protect them from the effects of mental control such as hypnosis or being possessed by an Ectonurite.
For **-100 OP** this protection will occur even when not transformed.

Mutation Protection -50/100 OP
For **-50 OP** while the user is transformed, the "**Omnitrix**" will protect them from the external mutational effects of various stimuli such as Corrodium or a mutant ray.
For **-100 OP** this protection will occur even when not transformed.

Malfunctions:

The Omnitrix is not necessarily a perfect device and can glitches, errors and malfunctions.

The Most Dangerous Tool in the Universe Free

If you are not in physical contact with the "**Omnitrix**" for more than 24 earth hours it will count as an automatic chain failure.
To compensate for Chronosapien interference the countdown will be from your personal perception of time rather than galactic standard.

Locked Functions +100 OP

This can be applied to any purchased component and will require time, effort, training and sometimes blind luck to unlock.
Combining this with any already locked functions will make it impossible to unlock them in jump.

Remote control +100 OP (Incompatible with Drone)

While Transformed the user will have a cognitive dissidence with the new body making it so that they feel as if they are commanding it rather than controlling it.

Auto Pilot +200 OP

When transformed the user will have no control over the transformed body as it acts on the instincts of the sample used.

Illegible manual +100 OP

You will not remember any information about the functions of the "**Omnitrix**" or any variation of it and you lose all memories of using this document to construct it.

Faulty Expansion +200 OP

If any part of the "**Omnitrix**" is removed the stored samples can corrupt nearby DNA creating incomplete hybrids.
Transforming while the "**Omnitrix**" is in this state may result in mutations and corruption of selected samples.

Electromagnetic interference +50/100/150 OP

When the "**Omnitrix**" is exposed to electromagnetic interference, the "**Omnitrix**" may cause Technical glitches that inhibit normal"**Omnitrix**" Functions.
For **+50 OP** this will result in the "**Omnitrix**" changing the users customisations.
For **+100 OP** this will result in the "**Omnitrix**" causing unintentional transformations and the user will be unable to deactivate the "**Omnitrix**" until the source of the interference is gone.
For **+150 OP** this will result in the user rapidly shifting from one form to another until the interference is gone.

Overheating Transformation Sequence +150 OP

Repeated use of the transformation sequence can overload the "**Omnitrix**" and cause it to break.

Mana Instability +100 OP
Any Mana, or magic interacting with the "**Omnitrix**", could cause the "**Omnitrix**" to heavily malfunction.

Human Error +100 OP
The "**Omnitrix**" was not designed for Human use so rough use of the "**Omnitrix**" could cause it to malfunction.

Trojan Trouble +200 OP
The "**Omnitrix**" does not have a hard closed system and can be easily hacked by external users.

Generic Destabilization +50 OP
Although this technology is uncommon the user can be prevented from transforming by any genetic disruptor field.

Generic Damage +100/-200 OP
Too much time in one alien will affect the user's DNA.
For **+100 OP** the "**Omnitrix**" cannot completely remove the DNA from the user making them more susceptible to genetic diseases and cancer.
For **-200 OP** any DNA that the "**Omnitrix**" cannot remove is offset by genetic couplers in order to make the changes safe and almost always beneficial to the user even if in a minor way.

Playlist Overload +100 OP (Requires "Playlist")
Having more than 10 samples in the Playlist can cause the user to randomly and uncontrollably switch from one sample to another.

Nanite Expansion +100 OP
When infected by Nanites, the "**Omnitrix**" will release a Nanites swarm that turns other living beings into the transformation samples.
This can only be reversed by removing the command Nanites from the "**Omnitrix**".
Any attempt to transform during this issue will result in potential failure and another swarm of Nanites being created.

Limited Wardrobe +50 OP
The "**Omnitrix**" will always transform the user back into a set of preset clothing whenever they detransform no matter what they were wearing pre-transformation.
This clothing is set as what they were wearing when they first transformed or if one has occurred the clothing they were wearing after a recalibration reboot.

Transferable Medical Conditions +100 OP
If the user does not keep their health in check over time, any health problems would transfer over to aliens they transform into.

Thanks:

A big thank you to the people who got me back into Ben 10 and gave inspiration for this supplement.

Zeckyll11 who's Ben 10 fanfic got me excited about the franchise again.

Thanks to u/TheGallantRobot who's 5YL jump got me excited about working on a Ben 10 Jump and if they want can use this document as a supplement for their jump.

And thank you to the ink tank r/5YL whose videos were a lot of help for creating this supplement.

Canonical Omnitrix Build:
For a quick reference guide and optional purchase choices, the following are canonical "**Omnitrix**" tools that can be built using this Supplement.

The prototype is the only Omnitrix Currently built and its Race points have not yet been spent due to not having completed the Race Supplement Yet.

Prototype Omnitrix Free

- +1000 OP
- Core
  - Omni-Trix -400 OP
- DNA DataBase
  - DNA Storage Matrix Free
  - PlayList Free
  - Initial Playlist -100 OP
  - Omnitrix Race Points -800 OP
  - Active DNA Samples -2600 RP
- DNA Database
  - Primus +100 OP
  - Omnitrix Synchronization -100 OP
- Size and Attachments
  - Object Type
    - Apparel Free (Watch)
  - Attachment Type
    - Atomically Sealed -100 OP
    - Feedback Protection -100 OP
    - DNA Encryption -100 OP
- Transformation Selection
  - Transformation Application
    - User Free
  - Transformation Duration
    - Transformation Charge Time Free
    - Random Timeout +200 OP
    - Timeout Notification Free
  - Omnitrix Positioning
    - Display Free
  - Transformed Interface Features
    - Transformation Deactivation -50 OP
  - Transformation Mechanisms
    - Randomizer Function +50 OP
    - Random Unlock -50 OP
    - Master Control -100 OP
  - Transformation Integration
    - Instinct Integration -100 OP

        - Integration Adjustment -100 OP
        - Optimized Sample Integration Free
        - Support Enhancements Free
- Medical Support
    - Sickness Integration +100 OP
    - Damage Buffer -100 OP
    - DNA Restoration Free
    - DNA Recreation Free
    - DNA Recalibration Free
    - Species Restoration -100 OP
    - Species Recreation -100 OP
- Display Interface
    - 480X480 Pixel Screen Free
- Visual Interface
    - Silhouettes Free
- Control Interface
    - Dial and Single Button interface +150 OP
    - Pop-out Faceplate -50 CP
- Power System
    - Self-renewable power supply -150 OP
- Recharge Components
    - Recharge Mode -100 OP
    - Instant recharge -100 OP
- Capture Mode
    - Download Scan
        - Direct Scan +100 OP
    - Compatible Species
        - Omniverse Samples +100 OP
    - Sample Stability
        - Tissue Scan Free
    - Extra
        - Hybrid Extraction -50 OP
        - Sample Generation -50 OP
        - Scan Lockout +400 OP
- Customisation
    - Clothing Free
    - Aesthetic Design Free
- Functions
        - Menu Free
        - Access Panel Free
        - Teleportation +50 OP
        - Waterproof -50 OP
        - Communicator Free
        - Camera/Recorder +50 OP

        - Homing Beacon +50 OP
        - Torch Free
        - Compass Free
        - Mapping System +50 OP
        - Universal Translator Free
        - Authority +50 OP
        - Watch +50 OP
        - Game Emulator +50 OP
        - Adapter +100 OP
        - Calendar Log System +50 OP
        - Radiation Detector Free
        - Medical Status +50 OP
        - Self-Destruct Mode Free
        - Recalibration Mode Free
    - Security Features
        - Convergence Enhibiter -50 OP
        - Unauthorized Interface Protection -50 OP
        - Mental Possession Protection -50 OP
        - Mutation Protection -50 OP
- Malfunctions
    - Faulty Expansion +200 OP
    - Mana Instability +100 OP
    - Human Error +100 OP

Dr Animo's Trans-modulator

- Ultima-Trix
- Apparel (chestplate)
- Third Party
- No DNA Matrix
- Active Scan

Retaliator Armor

- Omni-Trix(Singular Sequence(Upgrade))
- Apex-Trix(Singular Sequence(Upgrade))
- Tool (Storage Cube)

Ultimate Alien Ultimatrix

- Omni-Trix
- Ultima-Trix
- Apparel (Gauntlet)

Eunice
- Uni-Trix (Restriction)
- Neme-Trix (Passive Scan No Memory)
- Omni-Trix (Passive Scan No Memory)
- Independent Lifeform (Human)

OmniVerse Omnitrix
- Omni-Trix
- Apparel (watch)

Proto-Tool
- Empty-Trix ()
- Handheld Tool

Nemetrix
- Neme-Trix ()
- Reactive Transformation
- Apparel (Collar)

Cincotrix
- Omni-Kix Armors
- Omni-Naut Flight Suits
- Apparel (watch)

Ben 10 thousand Biomnitrix
- Biomni-Trix
- Apparel (watch)

Skurd
- Omni-Enhanced Forms
- Independent Lifeform

Reboot Omnitrix
- Omni-Trix
- Omni-Enhanced Forms (Singular Sequence(Shock Rock))
- Apparel (watch)

Antitrix
- Anti-Trix
- Apparel (watch)

Steam Bucket

- Steam-Trix
- Vehicle
- Drone

Glitch

- Omni-Enhanced Forms
- Vehicle
- Independent Lifeform (Upgrade)
- Self
- Synchronized
- Self Aware
- Sentient AI