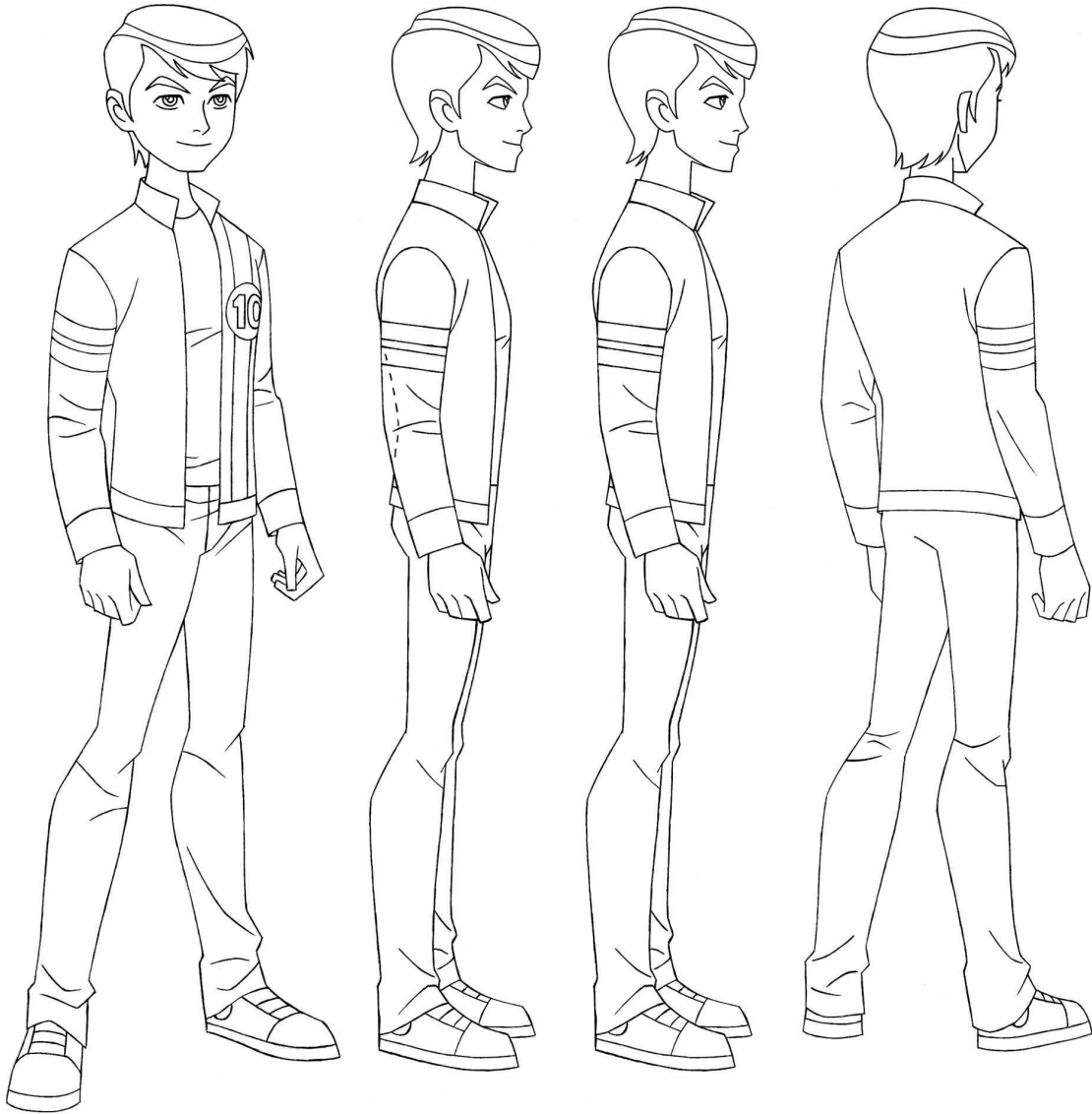


## BEN TEN CAST AND TRANSFORMATIONS



### **BEN TENNYSON**

15 year-old high school freshman Ben Tennyson is funny, likeable, brave and incredibly swashbuckling - some might even call him reckless. An experienced hero, he'll jump into danger without giving it much thought, confident that he'll "think of something" before it's too late. Usually he's right. In any event, it's always fun to watch him try.

In contrast with the sometimes bratty, often oblivious 10 year-old Ben we've come to know so well from the original series, the 15 year-old

version of Ben is a bit more sensitive -and vulnerable. With his Grandpa Max out of the picture, Ben is solely responsible for his choices for the first time in his heroic life. He's also responsible for the safety of Gwen, Kevin and a flock of inexperienced new kids that he's recruited for his team. Ben sometimes secretly wonders whether he's up to the task.

Ben will continue to struggle with his new responsibilities of power, and more to the point, leadership, throughout the series. His instincts are always to just jump into a situation and work out how to solve it on the fly but now he's a leader, responsible for the other members of his group. He'll have to be more thoughtful in his approach to things. This is not his strongest area but he'll improve. Still, so far as anybody can see, he's a confident, fearless, quick-witted hero. Ben's a leader you'd follow into Hell, confident that he'd find a way to get you out.

Ben and his cousin Gwen's relationship has mellowed from the verbal sniping and one-upmanship of their youth, they're close friends now and have been for years, bonded by their experiences in the original series. Both of them have left the "bratty kid" stage of development. She's the only person besides Ben who understands the awesome responsibility of his powers, not to mention the easy life he gave up when he put the Omnitrix back on.

Ben's relationship with Kevin Levin is more problematic. Ben can't deny how useful the former juvenile delinquent has been since he decided, for his own reasons, "to help Ben and Gwen on their mission. But Ben hasn't forgotten just how dangerous a foe Kevin has been in the past, nor is he completely sure that part of Kevin's life is over. Still, Gwen trusts Kevin, and Ben trusts Gwen's judgment, so...

### **Powers and Abilities**

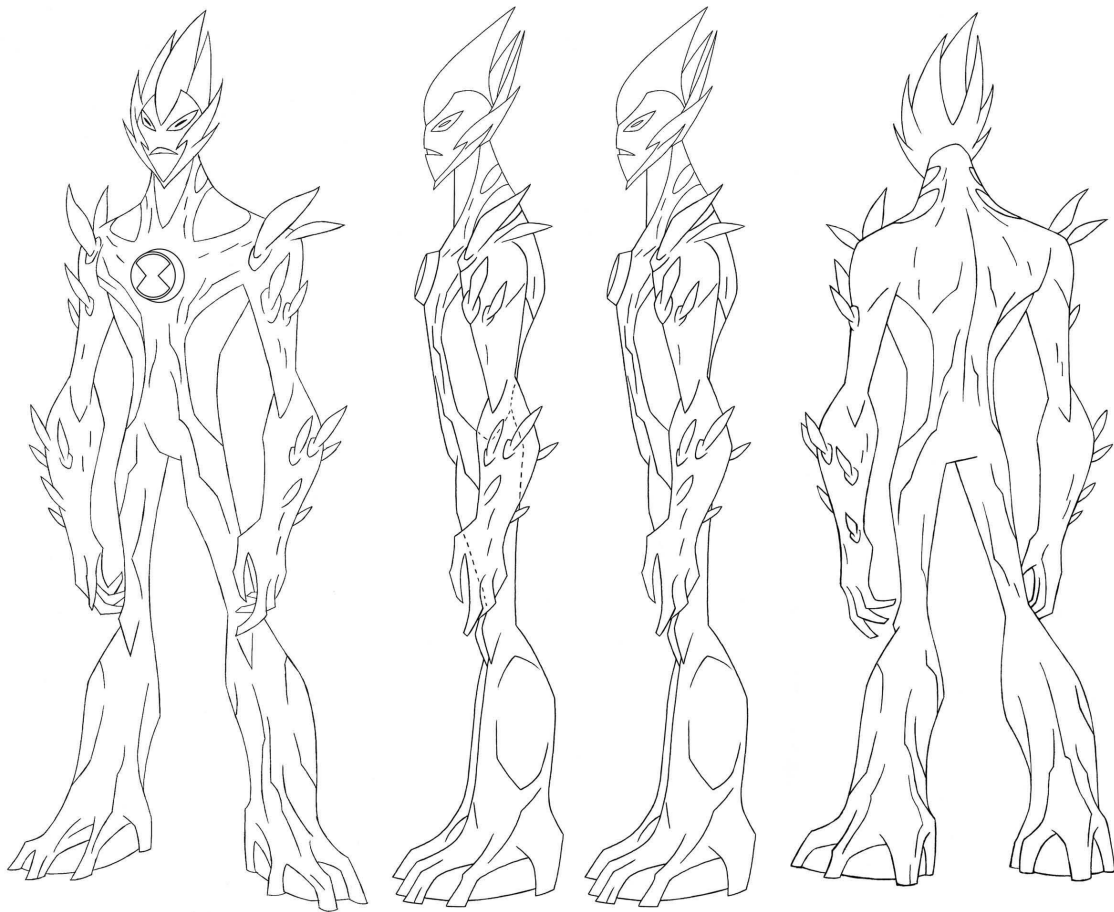
Although Ben is in the direct bloodline of a Plumber couple (his Grandfather and Grandmother), he has no innate powers or abilities. The source of all of Ben's powers is the OMNITRIX, the most advanced piece of technology ever created. By selecting the silhouette of an alien species from the main menu, then sharply striking the activation panel with the flat of his hand, Kevin can "trade" his DNA for the DNA of any species that the Omnitrix has a sample of in its database. As we will learn, this

database is a lot bigger than we've been led to believe. It is Noah's Ark, the depository of the DNA of all intelligent life in the Galaxy,

When Ben put the Omnitrix back on his arm after a five-year gap, the Omnitrix took a new sample of Ben's DNA, adjusted itself to his current biochemistry and physically reconfigured itself to what it guessed were his needs. Unfortunately, Ben has never learned how to properly use the Omnitrix, he has access to thousands of alien species, but so far only knows how to activate ten of them (it's like someone with an iPod who only knows how to play the songs on the current playlist).

Currently, Ben can use the Omnitrix to transform into 13 different alien forms, the aliens and their powers follow.

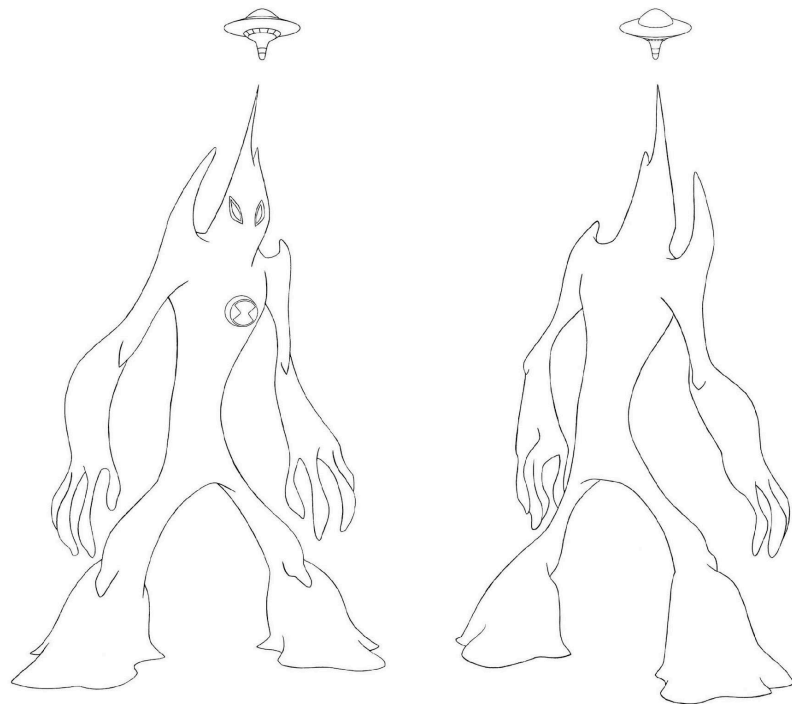
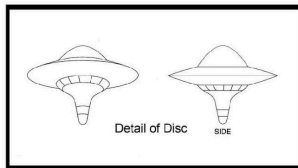
### SWAMPFIRE



An immensely strong, muck-encrusted, **walking compost heap**, Swampfire's body produces large amounts of highly flammable methane gas. Swampfire

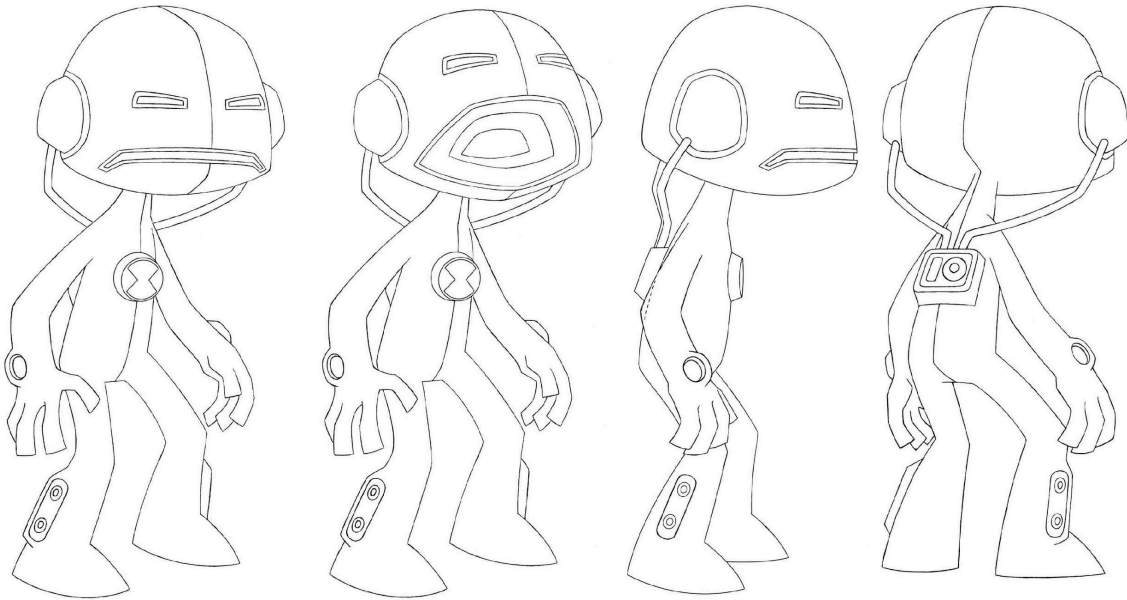
can shoot fire from his hands like a flamethrower, or throw flaming balls of gas like grenades, he's also nearly impervious to physical harm. Projectiles pass harmlessly through him and severed limbs can be reattached. Swampfire also controls the growth of nearby plantlife and can regrow his entire body, when needed.

## GOOP



A 200 pound, single-celled organism, Goop is a **polymorph**, able to change the shape of his body at will, from a pseudopod-protruding glob of goo, to a stretchy, bouncing ball and everything in between, he can even mimic the shapes of simple objects closely enough to fool an opponent, if the opponent doesn't look too closely. Goop **secretes a highly corrosive acid** that he uses to digest food (don't ask). He can expel this acid at will, for use as an offensive weapon.

## ECHO ECHO



Small in stature, but big in powers, Echo is a walking **amplifier**. He is the master of sound. He can **project sonic waves** that, on low-power, can knock out an opponent. At full force his sonic blasts can shatter steel. Echo can also create an unknown number of **exact duplicates** of himself, each with his full powers.

## HUMONGOSAUR



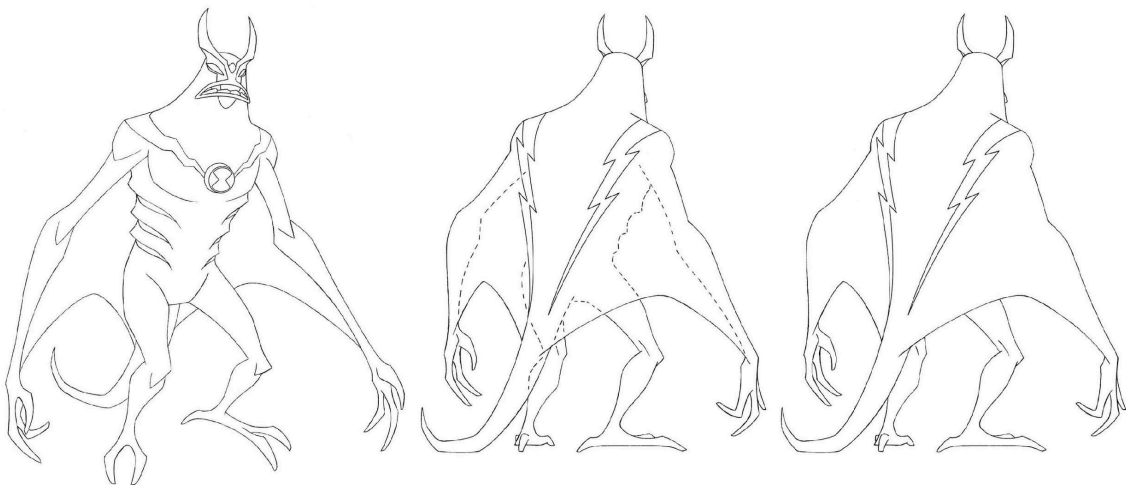
Ben's most physically powerful form, Humongousaur is a member of a saurian species. He's a **dinosaur-man** who can, in Ben's words, "bench press a pickup truck." But that's not all, he's also a **size-changer**, who can grow to nearly 60 feet tall.

## BRAINSTORM



A crustacean with claws and a powerful shell that can open up to reveal a very big brain. Not only is Brainstorm **superintelligent**, he's so brilliant that he can **produce electrical storms** just by thinking hard enough.

## JETRAY



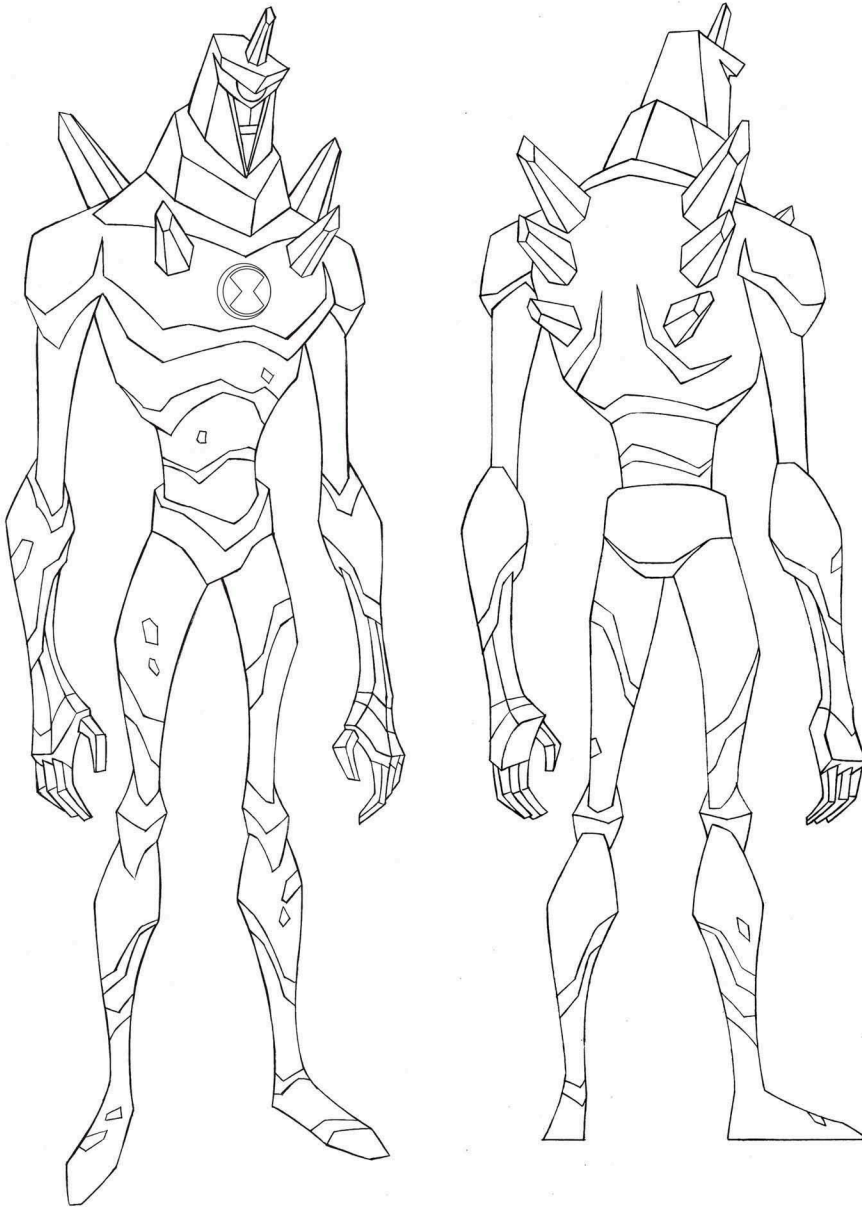
A manta ray-like creature, Jetray can swim through the water or **fly through the air** at several times the speed of sound. He is so maneuverable, there is nothing on Earth that's even close. Jetray's eyes and stinger can deliver **neuroshock beams** that can shut down an organic attacker's nervous system, or blow a hole in a car's engine block.

## BIG CHILL



An intangible "**ghost**" who can pass through matter, turn invisible and drop the temperature of anything he chooses to just this side of **absolute zero**.

## CHROMASTONE



A **living crystal**, composed of nearly indestructible silicon compounds. In addition to his invulnerability, Chromastone can **absorb** any type of electromagnetic radiation, from ultraviolet light to cosmic rays, and rechannel it, emitting it as laser beams, focused gamma rays or even a simple light beam, to illuminate the way. Chromastone has a mysterious, as yet-unrevealed link to Diamondhead's race



## SPIDERMONKEY



A multi-limbed marsupial who resembles an earth monkey. In addition to having superhuman agility, Spidermonkey can stick to walls and **spin giant spiderwebs** from his tail, with a sticky silk as hard as steel cable.

## RATH

No Approved Design. Rath is a ill-mannered bruiser, who would actually prefer starting a fight to solving whatever the problem is. He's super-strong, super tough, and super rude, a brawler with no social skills that are useful outside of a bar fight.

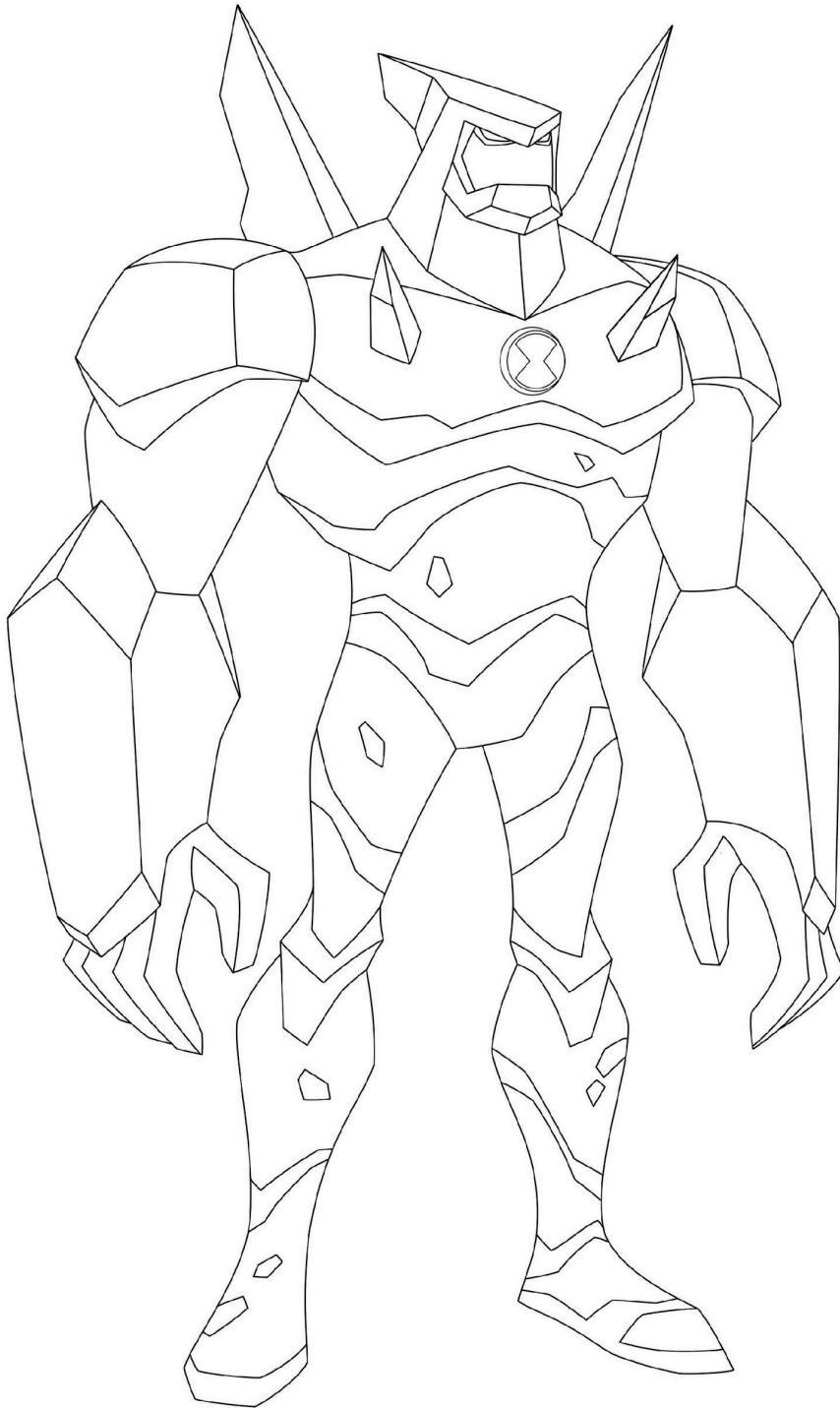
## LODESTAR



A Biotsavartian from the planet Maxwell, Lodestar has the power to attract or repel any ferrous metal. He can project magnetic "beams" of incredible power, able to move many times his own weight. Combined with his metal flesh and organs, and his near super strength, Lodestar is one of Ben's most

versatile transformations.

## DIAMONDHEAD



Diamondhead is a Petrosapien (from planet Petropia), a crystalline being whose body is formed entirely out of opaque gemstones and whose rock-hard physiologies make him virtually invulnerable to physical attack. Shards of the

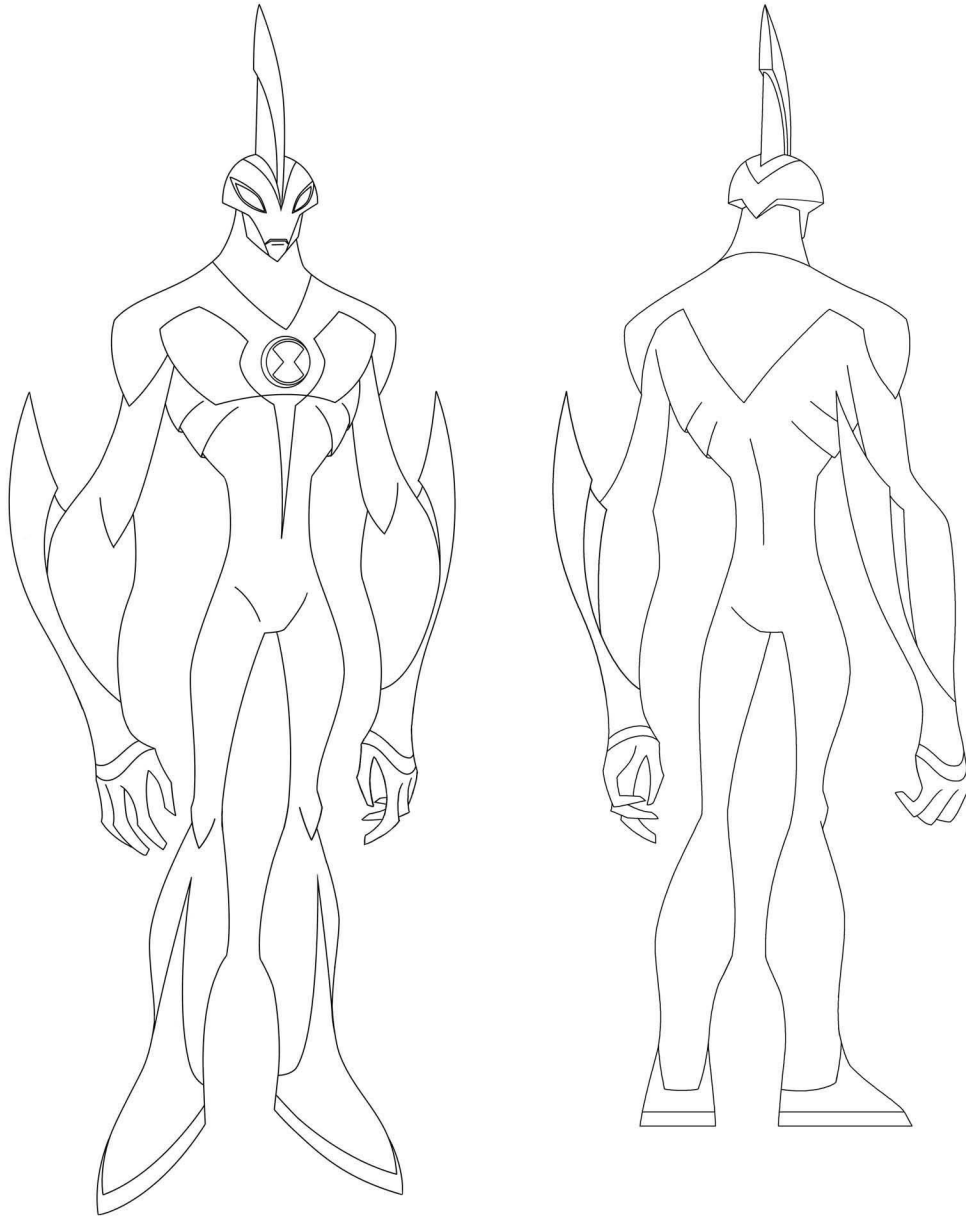
razor-sharp crystals jut out at numerous odd angles, discouraging physical contact, and also act as powerful weapons that can turn a car into confetti in a matter of seconds. Combined with his increased strength, Diamondheads shredding appendages can be especially devastating. A living prism, Diamondhead can refract light and beam-based weaponry, channeling them through his body and projecting them back at their source. This power has increased since Diamondhead's recent merging with Chromastone.

Before it was destroyed by Vilgax, Petropia was a craggy, geode-like planet where silicon-based beings evolved to build a complex society of separate underground kingdoms. Legend has it that the mysterious Chromastone, who is somehow bonded with Diamondhead, will one day restore Petropia to its former glory.

### **UPCHUCK**

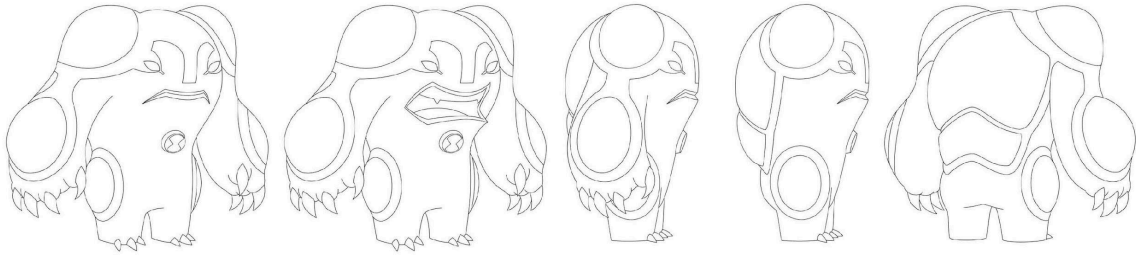
**Upchuck** is a Gourmand, a species with powerful jaws, diamond-hard teeth and a gastrointestinal tract that allows them to digest almost any material., and even most forms of raw energy Their acid-filled stomachs dissolve all matter into a brew of combustible gasses and liquids that can be expelled at will and with great accuracy. This bile has proven to be one of the most destructive and corrosive substances in the universe and is often used for industrial demolition. Gourmands have an unbelievable metabolism that keep them in a state of constant hunger, and their gluttonous personalities often prove to be their downfall - A Gourmand can easily be swayed from any task with the simple promise of a tasty treat.

## WAY BIG



Way Big is a To'kustar, an enormous alien, nearly 100 feet tall, and by far the largest alien in Ben's arsenal. Way Big's size grants him extraordinary strength and invulnerability to all attacks; however, in proportion to his size, Way Big has no home planet, his people are simply created during unpredictable cosmic storms

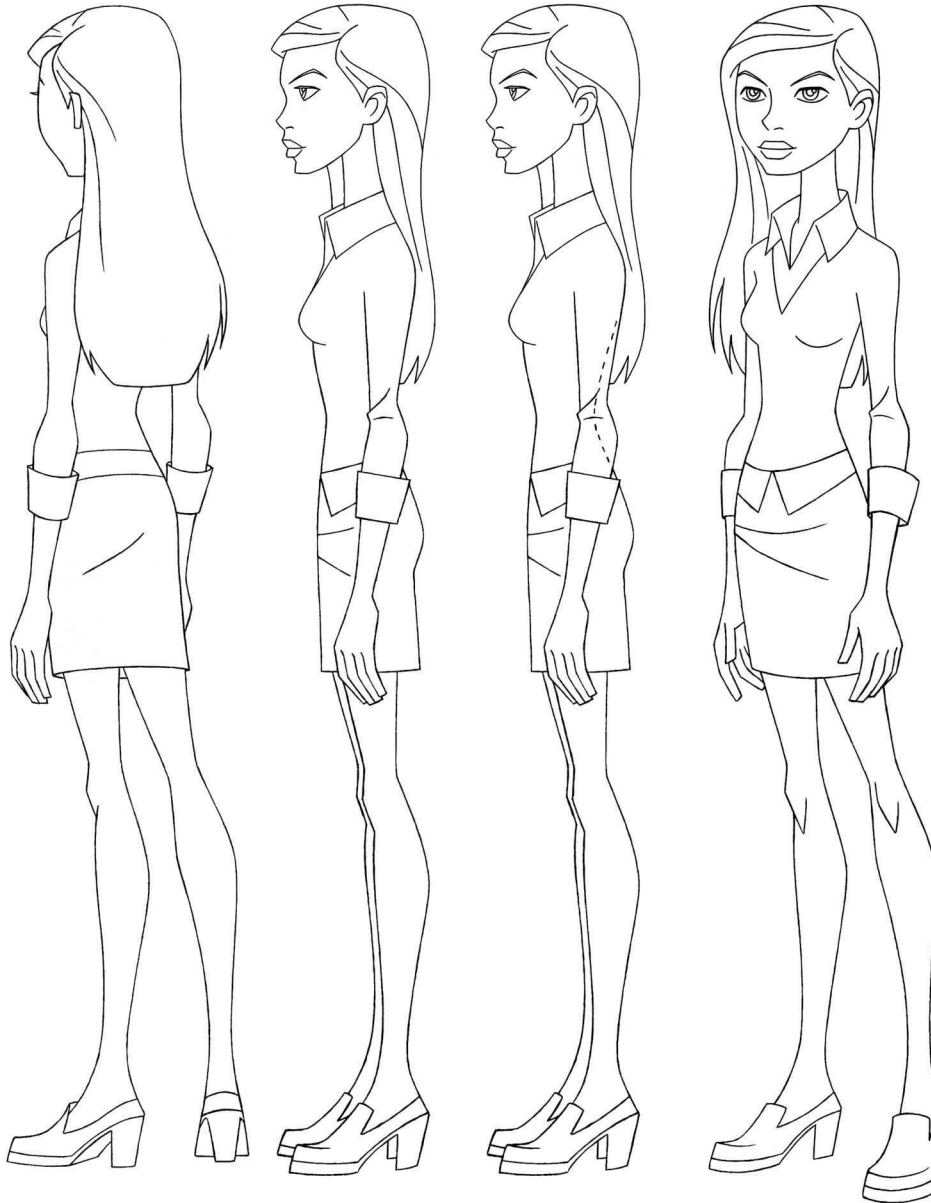
## CANNONBOLT



Cannonbolt is an Arburian Pelarota, a generally peaceful creature that is now considered extinct. Normally slow, clumsy, and awkward, the Pelarota's soft flesh is covered by several exo-plates that fit together to form a nearly invulnerable shell. When at play (or confronted by aggression), the Pelarota can roll up into a giant ball, and with their tremendous mass, ricochet at incredibly high speeds. While most of these creatures prefer to engage in leisure activities, they can also transform themselves into devastating projectiles - strong enough to penetrate solid steel.

## OTHER CHARACTERS

### GWEN TENNYSON



Ben's cousin, fifteen year-old GWENDOLYN TENNYSON, has grown out of her tomboy phase and is now what Ben calls "a total girly-girl." Sure, if your definition of girly-girl includes black belt-level martial arts skills. Gwen can break a board but probably won't, "because it gives you calluses." Gwen is warm, open and caring. She's shucked her tomboy pose to reveal



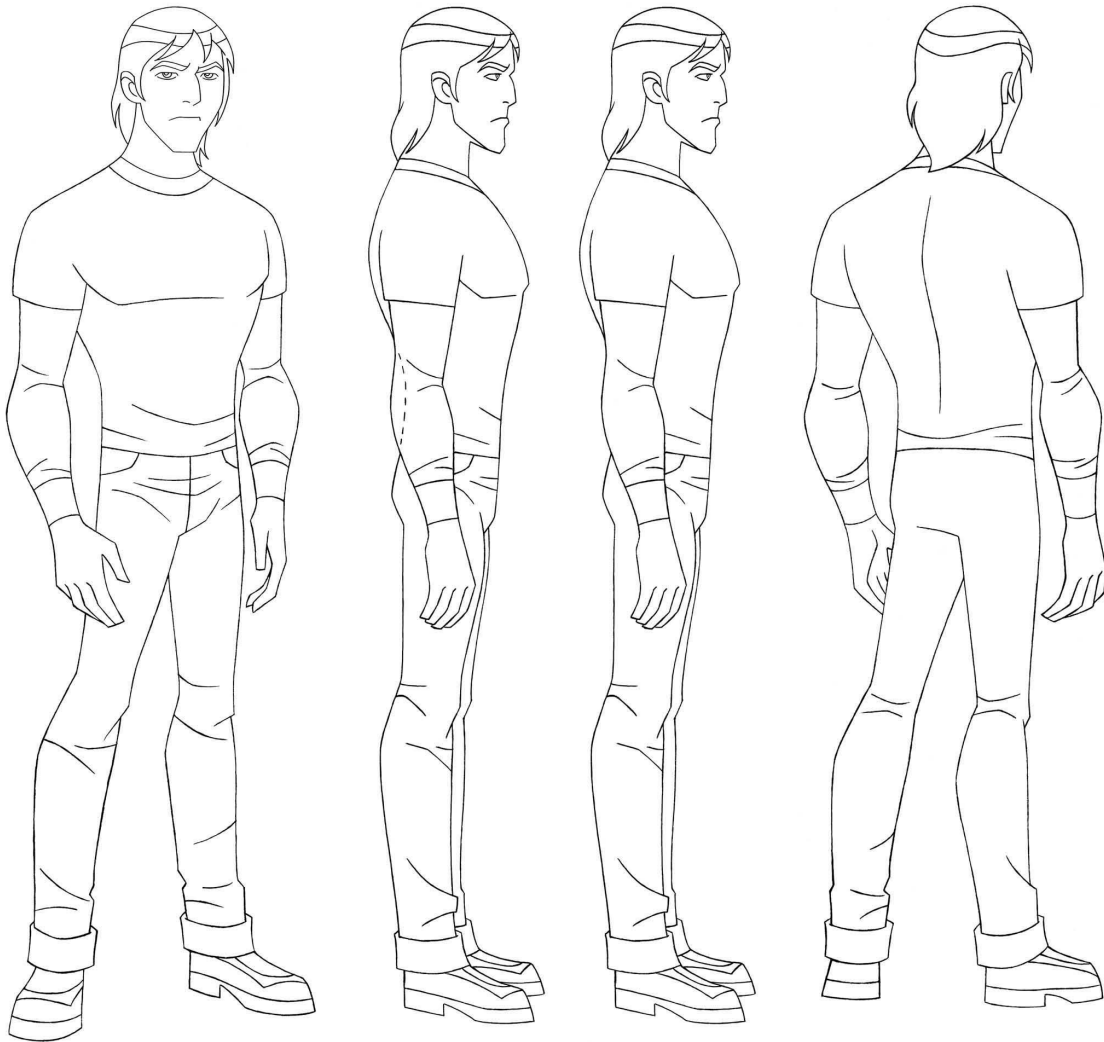
her emotional vulnerability but this should never be mistaken for weakness. She considers cousin Ben to be her best friend. She also has strong, unspoken feelings for Kevin Levin, the bad boy of her dreams.

Gwen has honed and improved the "magical" talents she demonstrated on the original series. Now she can manipulate "mana" (the hidden mystic energy that permeates all of nature) at will. At least, that what she thinks her powers are. Like everything else on this show, there's a deeper secret to be revealed. Gwen's powers are NOT magical in nature, there's no such thing as magic on this show. Gwen's a "Plumber's kid," gaining her **energy manipulation** powers from her Plumber's blood . Grandpa Max is human. We will discover that Grandma was not.

Gwen can **manipulate energy** by creating solid shapes that she uses as shields or tentacles. She can also emit powerful energy blasts that she fires from her hands. Gwen can track people or objects by detecting their energy resonance or, as she calls it "mana".

Gwen's powers draw on "mana" (energy found in nature). This is why she mistook her abilities for witchcraft. She's more powerful in a forest than in a city, for instance. Her powers are somewhat less dependable around high technology. In fact, many of the Omnitrix's unexplained malfunctions during the old series were unknowingly caused by her nascent powers. She's learning, though.

## KEVEN LEVIN



Formerly Ben's superpowered nemesis, "Kevin 11." 16 year-old Kevin Levin has recently escaped from the extradimensional prison, the NULL VOID, barely chastened by his punishment. Kevin will travel with Ben and Gwen, helping them for his own reasons (he has a crush on Gwen, who has become the kind of upper class rich girl Kevin always thought was out of his league) but sometime scheming on the side. Kevin's crush on Gwen is definitely having a mellowing effect on him, though he's loath to admit it.

Kevin's powers have also changed. Now his absorbing abilities are limited

to solid substances, like metal, wood and stone. He can turn into these and any similar substance by absorbing its properties through touch. If he holds on to an object a bit longer, the substance covers him like a shell, forming a monstrous suit of armor. Kevin's a brawler, more likely to use power than intelligence in a fight. However, Kevin is street smart and much wiser in the ways of the world than his more naïve teammates. He's cool as they come, and he knows it.

Kevin is very knowledgeable in the use and trafficking of alien technology. His prized possession is his muscle car, the main means of transportation of our heroes. The car is filled with hidden alien tech, both integrated into the car's systems and a trunkful of other stuff he hasn't quite figured out how to work.

Kevin has also acquired a Plumber's Badge, the mini-computer, Identification card carried by intergalactic law officers. Kevin flashes it like he's Jack Webb. For all of his bad boy pose, what he really wants to be is a cop.

