Out of Context: Omnitrix Supplement

V1.03 By DeverosSphere

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

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.

+1000 CP

If this is used as a supplement for another Jump you do not get a stipend meaning you will need to gain **CP** from the Jump Document or Drawbacks.

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

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 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 - Piscciss 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.

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

Original Playlist -400 CP
This Playlist contains the aliens who were in the original Omnitrix.

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

Alien Force Playlist -400 CP
This Playlist contains the aliens that Ben gained after his Omnitrix recalibrated for his use.

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

Omniverse Playlist -400 CP
This Playlist contains aliens that Ben has used after gaining the complete Omnitrix.

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

Ultimate Alien Playlist -500 CP
This Playlist contains aliens who Ben gained using the Ulimatrix.

Water Hazard - Orishan
Terraspin - Geochelone Aerio
NRG - Prypiatosian-B
Armodrillo - Talpaedan
AmpFibian - Amperi
Chamalien - Merlinisapien
Fasttrack - Citrakayah
Eatle - Oryctini
Clockwork - Chronosapien
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**.

Omnitrix Origin - Free (Cannot be taken with “Stuck upon your wrist”)
In Future Jumps you can use this narrative perk to set your entry into the Jump Setting as if you had entered the Jump from as an Omnitrix.

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 Perk Tree:

Academic Index -100 CP (Free for Omni-Kix)
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 (Discounted for Omni-Kix)
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 (Discounted for Omni-Kix)
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 (Discounted for Omni-Kix)
The Omnitrix generates dynamic high tech armour seated, 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 (Free for BiomniTrix)
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 (Discounted for BiomniTrix)
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 (Discounted for BiomniTrix)
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 (Discounted for BiomniTrix)
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 (Free for Ultimatrix)
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 (Discounted for Ultimatrix)
Your Omnitrix can retro-simulate any of the ancestor species of a selected DNA sample.

Disguise PlayList -400 CP (Discounted for Ultimatrix)
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 monocolor 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 (Discounted for Ultimatrix)
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 tower 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:

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.

The Conqueror +200 CP
Your Omnitrix did not fall from the sky without reason, a galactic Conqueror named **Vilgax** destroyed the courier ship that was transporting it.
However **Vilgax** is currently in a repair tank healing after his ship was damaged in the battle.
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.

The Hunter +200 CP
The hunting vessel of the Zaroffian mercenary and allegedly the greatest huntsman in the galaxy has appeared in your continuity. He has hunted down the most dangerous sapient and non-sapient beings from all over the galaxy and now he is targeting you alongside his Nemetrix enhanced Panuncian pet, considering you his greatest game.

The Subspecies +200 CP
An incomplete and mutated Galvanic Mechamorph named **Malware**, has appeared in your continuity. 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.

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.

The Cleansers +400 CP
The **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.

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.

Generic Drawbacks:

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sort out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 CP
Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings +100 CP
You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP
Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook +100 CP
You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP
You are honorbound and will always do things in an honourable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconvenients +100 CP
Small issues will constantly occur causing minor discomforts for you.

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Friends from beyond your dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP
There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 CP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded +200 CP
You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity +200 CP
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.
It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Selective Amnesia +200 CP
Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 CP
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Living in Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Local Scale +300 CP/+600 CP
For **+300 CP** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **+600 CP** you're level of growth will be capped at 90% of the scale of growth of the local protagonist.

The Importance of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys +400 CP
All items gained from other jumpchains will not be able to be imported into this jump.

Friendly problems +400 CP
All companions, followers, and pets are barred from this jump.

Mortal +400 CP
All of your perks are all disabled for the duration of this jump.

Boss Rush +600 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.