BEN X SLAVEQUEST

It started when an alien device did what it did And stuck itself upon his wrist with secrets that it hid Now he's got superpowers, he's no ordinary kid He's Ben 10.

Or are you?

In the normal series of events a version of Albedo the Galvan look-a-like of Ben 10 accidentally transformed into Alien X while battling Vilgax's Bioid Vaxasaurian Army.

While in this form Albedo meets the two almost all powerful Alien X conscious Bellicus and Serena who through a confusing conversation explain that the Multiverse is disappearing.

After the two disinterestedly agree to save the Multiverse they use their power to send this Albedo to a specific reality, replacing that world's Benjamin Tennyson in order to prevent the catastrophe.

The reality in question is almost identical to Ben 10 Omniverse after the defeat of Malware however a number of events historically are different, Gwen and Kevin never went to college, Rook Blonko never came to earth, the Anialarg has never been seen, Ben has never used Alien X and a number of adventures happened in a different order or ended somewhat differently.

Normally they would replace this Ben with his copycat Albedo where Albedo would manipulate Ben's friends, allies and family into believing he is the real Ben. This in turn would set in motion a series of events that allow him to gain a harem of beautiful women and prevent the collapse of the multiverse.

However now you are taking his place and hopefully you can save the Multiverse instead.

+1000 CP

Age and Gender:
Your gender is Male by default but can be Female with either the **Gwen** Origin or the **Rule 63** Drawback and your Age is that of the native Ben, Jen, Gwen or Glenn you are replacing that being 21.



Origins:

Normally you would be taking the role of Albedo replacing a version of Benjamin Kirby Tennyson in order to prevent the collapse of the multiverse however there are other wielders of the Omnitrix who could be replacing Albedo or Ben.

Benjamin +100 CP
It seems that you're not replacing Ben anymore but have instead always been the native Ben variant of this Universe.

Tennyson +100 CP
Instead of being the canonical Ben 10 you are an alternative Ben Tennyson like Ben 23, Lex 10 or Mad Ben either replacing or being the linchpin of this multiverse.

Albedo - Free
Rather than being that fool Ben Tennyson you are instead the Galvan Genius Albedo, you have still replaced the canon Ben 10 but will have the desire for heroics of the original.

Gwen - Free
Who says you have to be Ben? With this origin you will need to prevent the collapse of the multiverse while replacing Gwen in a reality where she gained the Omntrix.

10k -200 CP
No times like the good old times with this option Bellicus and Serena decided to go with someone with more experience. You will now be a variant of the future hero Ben 10 Thousand whose mind is sent back in time to prevent the mistakes of his youth and save the multiverse.

Argit's Lost & Found Discount Bin:

It seems that for your old pal Argit has decided to give you a little boost to help you with barely any strings attached.

Companions can't open the box, but the Jumper will have to take everything in the box and look after them like a respectable citizen, we can talk about the other items later.

The Jumper can use **Argit Brand 50% Discount Coupons** on any Perk or Item to gain a 50% Discount however you can not use them on Perks or Items discounted by your origin and you can not use them on Multiple Perks of the same price or Multiple Items of the same price. Any purchases costing **100 CP** or less are **Free** when discounted.

Cardboard Box - Mandatory/Free
This brown cardboard box contains 1 **Argit Brand 50% Discount Coupon** and a piece of paper with the **URL to Argits Website**. Just between you and me you might as well consider this a freebie.

Steel Box - Free
This metal box contains 1 **Argit Brand 50% Discount Coupon** and a **Renewal Contracts**.

Beeping Box - Free
This green metal box contains 1 **Argit Brand 50% Discount Coupon** and some kind of **Tracking Device**.

Black Box - Free
This durable looking black box contains 1 **Argit Brand 50% Discount Coupon** and a **Black Plumbers Badge**.

Stone Box - Free
This grey stone box contains 1 **Argit Brand 50% Discount Coupon** and some form of **Glowing Rune**.

Leather Box - Free
This chewed leather box contains 1 **Argit Brand 50% Discount Coupon** and a few **Blood Samples**.

Red Box - Free
This Red Plastic box contains 1 **Argit Brand 50% Discount Coupo**n and an improperly aligned **DNA Scanner**.



Mirror Box - Free
This reflective box contains 1 **Argit Brand 50% Discount Coupon** and a **Mr Smoothies Brochure**.

Glowing Box - Free
This dark purple glowing box contains 1 **Argit Brand 50% Discount Coupon** and a **Flier for Friedkin University**.

Skull Box - Free
This box crafted from a skull contains 1 **Argit Brand 50% Discount Coupon** and a **Purple Crystal Crown**.

Plumber Issue Box- Free
This grey box has the Plumbers logo on it and contains 1 **Argit Brand 50% Discount Coupon** and a **Duty Roster**

Perks:

Discounts cost 50% of their initial price for their respective Origin with any 100 CP or 50 CP Discounted Perk being Free.

You also gain a **200 CP** Stipend that can only be used on Perks which are not discounted to your Origin.

Biological Compatibility - Free/-50 CP
This Perk is Free for this Jump but you may purchase it for **-50 CP**. Using this **Narrative Perk** you can retroactively alter any species reproductive process including altering their biological compatibility with another species. With this you could make an egg-laying asexual species such as the Necrofriggian's gain several genders, while making them capable of producing live births and even make them capable of reproducing with any species.

Aesthetic Compatibility - Free/-50 CP
This Perk is Free for this Jump but you may purchase it for **-50 CP**. Using this **Narrative Perk** you can retroactively change physical characteristics of any species in order to make them more visibly pleasing such as giving a hairless species a feature that resembles hair. An extreme example of this is that you could give the Sonorosian species Female Sexual Characteristics, species style appropriate Hair with everyone believing that is how they have always been.

Chiseled Abs - Free/-50 CP
This Perk is Free for this Jump but you may purchase it for **-50 CP**. With this perk you will find it far easier to gain and retain any kind of physique you want. Using this someone could choose to gain an athletic build, a muscular build or a slim build. Though this Perk does not automatically give you these physique's you can use it to alter any **Alt-Form** before you have used it to match your desire and will find it easy to gain and maintain the physique you want when this perk is set to the appearance you want.

Quick Switch - Free/-50 CP
This Perk is Free for this Jump but you may purchase it for **-50 CP**. Using this **Perk** you can instantly switch between any **Alt-Form** or transformation. This allows you to instantly change from an unrelated **Alt-Form** to any **Omnitrix Form** in an instant as though you had switched to the form for this Jump and used the Omnitrix to Transform into the specified alien.

Gone on our second Honeymoon - Free/-50 CP
This Perk is Free for this Jump but you may purchase it for **-50 CP**. Using this **Narrative Perk** you are able to selectively remove characters from the plot. This can be through either having people be away on a long holiday, having them die long before the Jump started or having them live somewhere else in the continuity.

I'm your new partner - Free/-50 CP
This Perk is Free for this Jump but you may purchase it for **-50 CP**. Using this **Narrative Perk** you are able to selectively switch out characters of a similar position. You could make it so that one teacher is replaced by another, one police officer is replaced by their sibling or change which enemy is responsible for an action against you.

Dialogue Box - Free/-50 CP
This Perk is Free for this Jump but you may purchase it for **-50 CP**. While this Perk is active you will gain a list of suggestive conversation options with your perception of time increasing so that you have additional time to read through and select how you want to respond. You are not limited to these options and can instead say whatever you wish.

A Beautiful World - Free/-50 CP
This Perk is Free for this Jump but you may purchase it for **-50 CP**. Using this **Narrative Perk** you are able to selectively improve the attractiveness of canon characters allowing you some control over some of their features without changing their characteristic features.

Sexual Healing - Free/-100 CP
As some may know, having a lot of unprotected sex can result in a lot of long term consequences. With this perk you and anyone you are having sexual interactions with will be cured of any diseases including STD's, instantly heal any pain or injuries with you optionally flipping pain to pleasure and the ability to **Toggle** your reproductive capabilities so that you won't have any unintentional pregnancies. You gain this perk for **Free** for the duration of this jump, but you can pay **-100 CP** if you want to keep it in future jumps.

Sustainable Fun - Free/-100 CP
When you're having a fun time, keeping going can be quite difficult especially if you have multiple partners. With this perk you gain a large boost to your stamina and your refractory period making it so that your body quickly resets allowing you to go another round and keep going for several hours before needing a break. An ordinary human with this perk could run a marathon without training or a break and feel similar to running 100 meters without the perk. You gain this perk for **Free** for the duration of this jump, but you can pay **-100 CP** if you want to keep it in future jumps.

Fortuitous Encounter -100 CP
When starting a Jump you can use this **Narrative Perk** to select characters and determine how you met or will meet that character before or during the Jump. This could be an event such as having met as a child, they could have entered the establishment you worked at or they could meet you during a canon event however this must be consistent with the existing narrative.

Porn Parody Game -100 CP
When starting a Jump you can use this **Narrative Perk** to change the setting into a harem porn game variant with you being able to select either a canon character or yourself to become the protagonist of the game.



Sexually Competence -100 CP
Whenever you're having a fun time you want to make sure you're not the only one having a good time. With this perk you gain a wide array of knowledge and skills that make you a better lover as well as certain abilities to improve your performance. You gain the knowledge of various sexual techniques and positions as well as being able to perform sensual kisses and massages that would please any being you perform them on.

The mental equivalent of an elbow in the ribs -100 CP
Whenever you are trapped in a mental status effect either from seeing something shocking or being telepathically attacked you will be able to quickly recover as though being prompted by an outside force.

Suave Talk -100 CP
You are an expert at the art of seduction and public speaking. You know exactly what to say in order to peak someone's attention and arousal with you being able to tell how saying something will affect the mentality of the other individual. This also improves your communication and attention keeping skills allowing you to transfer information clearly and prevent people from feeling bored or disinterested in what you are saying.

Controlled Excitement -100 CP
Sometimes you need to control yourself and slow down your "excitement" while being intimate with others. Using this perk you can control not only your own level of sensitivity and prevent yourself from reaching orgasm, you can also control the sensitivity and orgasm's of those you are touching. From this you can cause yourself and others to enter into their mating season or to quickly finish a period without any side effects such as cramps. Additionally you can choose for your sexual organs to adapt to whoever you are being intimate with so you are the best proportions to give them the most pleasure, though you can choose to manually alter your sexual proportions if you wish.

Relationship Issues -100 CP
With this **Narrative Perk** you can retroactively alter relationships making it so that canon romances fall apart, new romances are formed and a stable relationship is at the edge of falling apart.

Have Ben all along -100 CP (Free for Benjamin)
At the start of any jump you can use this **Narrative Perk** to Retroactively replace any character gaining their knowledge, experience, abilities and body as an **Alt-Form**. Any powers they possess will not be Fiat-Backed.

Style Change -100 CP (Free for Tennyson)
You can now apply a stylistic **Alt-Form Filter** allowing you to change the **Alt-Form's** clothing and appearance by applying a single mundane word description to the **Alt-Form**. For example the word clown would make the **Alt-Form** gain clown makeup, a red nose, big shoes and baggy clothing.

Alternative Colours -100 CP (Free for Albedo)
You can alter and toggle this **Alt-Form Filter** so that your appearance in any form matches the colour palette you select. Through this you can change the colour of your clothes, eyes, hair and even your power based protrusions.

Attire Switch -100 CP (Free for Gwen)
You are now able to save specific combinations of clothing, makeup, hair styles and accessories as **Sub-Alt-Forms**. When creating a **Sub-Alt-Form** the items used are absorbed into the **Sub-Alt-Form** allowing them to be repaired and though any consumables must be gained externally to be restocked. While in the corresponding **Alt-Form** you can instantly switch between **Sub-Alt-Forms** changing your hair, makeup, accessories and clothing to match what you saved. From this you can quickly equip armour and weapons, put on a disguise or simply prepare for a party.

Grow Up -100 CP (Free for 10k)
Using this **Alt-Form Filter** you are able to alter the age of any of your Alt-Forms making it so that you can switch them between being a child and elderly quickly.

It needs to be HEAVILY improved! -200 CP
With this perk you will become aware whenever you have a weakness or deficit in your abilities and will gain a temporary boost to your learning capabilities for that weakness or deficit.



Plumber Training -200 CP
You now have all the skills, knowledge and abilities that would be expected for a plumber who has scored the highest marks in their training. This includes but is not limited to knowledge of advanced technology, combat training, group logistics, Galactic Law Enforcement Processes and Procedures.

Project S.L.A.V.E. -200 CP
You are now a member of Special.Law.Agent.Versus.Evil. an elite and top secret group within the plumbers who are authorized to use espionage, sabotage and covert-ops tactics to respond to emergency situations and enemies. Through this perk you will be able to gain all of the privileges of being a member of a police style organisation like the plumber's but without the restrictions. While this won't make you above the law it will allow you to bend it when you need to and you will only be answerable to the highest rank of the organisation.

Combined Reading Material -200 CP
You have gained the ability to merge any two or more books together making a new book which contains the information of both while combining overlapping information resulting in new ideas and combinations of techniques. You can selectively hide aspects of a book so that someone reading it will think it is only one of the books and not the other resulting in them learning information without actively realising it.

Quantum Probability -200 CP
You now have a form of cosmic awareness that allows you to see when your actions big or small will cause a butterfly effect that will result in good or bad outcomes. You won't see what these outcomes will be but you will have a feeling akin to hot and cold but very different.

He’s Really Grown Up Recently -200 CP
With this perk you will be able to project a perception field so that when you are disguised as or are replacing someone anything you do will seem in character for the person you are replacing.

Structured DNA -200 CP
You can now alter a target’s DNA so that they are able to reproduce with someone without causing genetic defects. These changes will alter the target's DNA in a way that they will have no noticeable changes but they will become genetically distinct from their previous self.

Shoulder to cry on -200 CP
You have an innate talent for supporting and reaffirming the emotions and wellbeing of others. This allows you to quickly form emotional bonds with others and have them rely on you and put their trust in you.

Fighting While You Learn -200 CP (Discount Benjamin)
You are virtually an expert on using what you have available, allowing you to quickly adapt any weapons, tools or transformations you have to your fighting style. This allows you to possess a more free-form combat style, capable of using unexpected strengths and weaknesses to deal with new situations.

Parallel Problems -200 CP (Discount Tennyson)
You have a good memory for events and situations allowing you to quickly relate and adapt to situations that you have experienced previously. If you get into fights with groups of enemies who are similar to others you have faced before you will quickly remember any weakness or injuries that apply to your current enemy allowing you to take advantage of them.

Technologically Literate -200 CP (Discount Albedo).
Whenever you use a device you will gain a deeper understanding of how it functions, how to use it and how to restore, repair or replace any of its damaged parts. The longer you use it the greater your understanding of the device with you eventually surpassing the creator’s understanding of the device.

Book Smart -200 CP (Discount Gwen)
You are well suited to studying and taking tests as you are able to learn and retain information at an improved rate. This allows you to easily memorize information and understand new subjects as well as quickly connect related information.

Same Foe Different Joe -200 CP (Discount 10k)
You are able to quickly size up your enemies allowing you to determine what range of actions they would be willing to take and what kind of plans they have. The wider the variety of enemies you face the more accurate this understanding becomes.



Personal Training Regime -400 CP
You are an expert at creating a personalised training regime for others. These regimes are perfect for making the specific target more powerful and more submissive to you. These exercises can range from simple exercises to intense workouts and will only push the target as far as they are willing to go but the training is designed to reduce the extent of their resistance with each session. At the end of the Training Regime so long as it has been followed correctly the target should be far more powerful and completely loyal to you.

We're Family, It's Only Natural That We Care For Each Other -400 CP
With this perk any relationship you are in will be accepted as normal even if that relationship would be socially demonised in others. From this you could be in a relationship with a large number of multiple genders, some of who are related to you and some of who hate one another with no issue. Socially it will be perceived as a mundane relationship with those inside of it not having an issue with the dynamic and at worst avoiding those they don't like in the relationship.

Hero Time -400 CP (Free for Benjamin)
Being a hero is more than just being strong, it is about helping others and understanding when you can help. Thanks to this you have a sixth sense to aid you in determining what items will be useful to you, when someone is in need or about to attack you, who your allies and enemies are and what it is that you can do to help in a situation without being told.

Alien Ancestors -400 CP (Free for Tennyson):
With this perk you may select **1 Alien** you have gained access to in your Alien Playlist either from this Jump or another. You will have the abilities of the selected aliens including powers and drawbacks but only at half power which you can use in any Alt-Form.
This perk can be taken multiple times after the first purchase, but at a cost of **-200 CP** however this can only be taken once per alien. You also gain a secondary Alt-Form that is a human composit of every Alien you select with this Perk.

DNA Recombinator Specialist -400 CP (Discount Albedo)
You are an expert on genetic engineering technology and methods of genetic alteration. A regular human with this knowledge and earth level technology would be able to make DNA indexing tools, DNA splicing equipment or even a semi-functional Omnitrix knockoff, those with greater intelligence and resources could create far more impressive devices.

Lucky Girl -400 CP (Discount Gwen)
You can now be a vortex of luck as you can drain the luck of your enemies in any aspects of their life, making them increasingly unlucky and then bestow it to yourself or others increasing their good luck in those aspects until the amount you drained has run out.

Roadmap to the Past -400 CP (Discount 10k)
You have had your fair experience with time travel and using this perk you can utilize it. Any time you travel to a new time you will gain an overview of the major events of the time, the social standards of the time and location and information about the people who are alive at that time.

Improved Transformation -600 CP
You are now able to upgrade any transformation you have through repeated use of it. By default this boosts the enhancements of any transformation by 10% and reduces the detriments by 10%. With repeated use and training the drawbacks of a form will be reduced to match your base form and the advantages will grow continuously though how fast these improvements will grow. The maximum state of improvement will depend on the type of transformation you use and how long you use it for.

Mechamorph Incorporation -600 CP
You are able to meld with and assimilate technology, making it become one with you. When absorbing machinery or devices they are spatially compressed and stored within your body, with you having a direct mental access to them and can release them from your body at will.

Superior Galvan Intellect -600 CP (Free for Albedo)
It seems that you have gained the mental advantages of a Galvan with you gaining their great calculative and technical intellect. You will now absorb knowledge like a sponge with your mind's capacity for information storage and indexing growing the more you learn. The more information you gain the faster and more precise your mental processing becomes, increasing how effectively you can utilize the information you already know and decreasing the rate of information degradation.

Anodite Talents -600 CP (Free for Gwen)
It seems that you are not fully human and have the Anodite Spark. This means that you could one day become a true Anodite, that your essence is made of mana and you can instinctively manipulate mana. As mana is used to cast spells this gives you an immense potential toward using magic.



Cerebrocrustacean Pre-Preparation -600 CP (Discount 10k)
Whenever you face an enemy you gain a full almost precognitive awareness of the fight that is about to happen and can go through each part in a theatre of the mind. This allows you to accurately determine their abilities, their plans, and any weaknesses you might exploit.

Supreme Chronosapien -800 CP
You've gained an apex control over time that even the greatest Chronosapiens could only dream of. Your time abilities gained with this perk can affect all things across the local Omniverse other than your own mind. You are able to stop or reverse time, you can perfectly record the position, direction, speed and state of everything in the Omniverse to such a degree that it is perfectly allowing you to create a save point in time space and load those points rewriting time and space to match the save you made.

Future Preparations -800 CP (Free for 10k)
Whenever you choose to replace a canon character you may select an alternative future version of them and gain all their knowledge and abilities fiat backed. You may specify any canon or plausible fanfiction or alternative timeline of the character which you know of.

Items:

Discounts cost 50% of their initial price for their respective Origin with the 100 CP or 50 CP Discounted Perk being Free.
You also gain a **200 CP** Stipend that can only be used on Items which are not discounted to your Origin.

Tennyson's House - Free
With this you gain a copy of the home of Ben Tennyson where he lives with his parents Carl and Sandra Tennyson. The house is fully furnished with 3 bedrooms, a living room, a Kitchen, Dining Room, a Basement and a Garage.

Unlimited Box of Chili Fries - Free
With this purchase you gain a box with the Burger Shack logo on it. When opened this box contains a helping of cooked French fries covered with red chili, cheese sauce, onions and jalapeño slices. If the box is closed and reopened it will be refilled with Chili Fries.

Taydens - Free/-50 CP
Taydenite was the rarest and most precious living gem in the galaxy thanks to the destruction of Taydenite's homeworld Petropia at the hands of the conqueror Vilgax. With Organic Taydenite being practically indestructible when processed it is easy to quality test against synthetic Taydenite. Thanks to its malleability when raw, only 1mg of raw Taydenite is needed to make 100 Coins known as "Taydens" or occasionally "Uni-creds". However after the hero Ben 10 restored Petropia a galactic blockade was placed on exporting Taydenite from the planet until its galactic value stabilized.
For **Free** you gain 100 Taydens but for every **-50 CP** that amount is multiplied by 10.

Sumo Slammer Booster Pack -1 CP
Each purchase of this item gives you a booster pack of the Sumo Slammer Trading Card Game with the first purchase also giving you the starter box with two decks, a rulebook and a playmat.

Binotrix -50/300 CP
The Binotrix is a simplified variant of the Omnitrix that can be loaded with a single DNA sample when activated and transforms into that species. The Binotrix can be an implante or equipped as an item of clothing such as a ring, badge or necklace. You can purchase a single Binotrix for **-50 CP** or an infinite supply of Binotrix's for **-300 CP**.



Plumber Communicator - Free
You have a top of the line galactic Phone which you can use to contact anyone in the galaxy with unlimited calls and texts as well as access any public data network.

Map -50 CP (Free for Benjamin)
Your communicator contains an auto updating map that contains all official maps that you have access to either from physical access or a data network. The mapping feature can create a detailed 3D map of every location you have visited with areas further away that you have had direct vision of being filled in but less detailed.

Mission -50 CP (Free for Tennyson)
Your communicator contains a list of activities, missions and objectives that you are working on. This list will automatically update to add any learned information, progress so far and known next steps allowing you to search it for any notes you need on what you have done so far.

Statistics -50 CP (Free for Albedo)
Your communicator now has a section that describes the stats of people you know. These stats will represent someone's attributes and current opinion towards you represented by bars that highlight features such as lust and obedience.

Plumber Database -50 CP (Free for Gwen)
You now have access to the Plumber database which will update with a Character profile whenever you meet someone important. This information will be able to access any plumber records that relate to the individual as well as have links to any relevant information allowing you to easily read up on relevant information. Post-Jump these profiles will update using the database of that settings equivalent of the Plumbers or if none exists a police like organisation.

Teleporter -50 CP (Free for 10k)
Your communicator now contains a localised teleporter which can register locations within a 30 mile radius of a designated central point and instantly teleport to each of these locations. If a teleportation network exists within the local setting you can tap into it in order to use teleport to any of its preprogrammed destinations.

Amber Ogia -50 CP
Once per day you gain an Amber Ogia, a berry that serves not only as food but can also be processed in order to make clothing, building materials, stimulants, medicines and even a highly efficient fuel capable of powering a starship.

Plumber Manual -50 CP
The Plumber Manual is a comprehensive document that outlines the policies, procedures, and guidelines for Plumber Officers and Staff, ensuring consistency and fairness in their actions and upholding the law. This document exists to provide a framework for how Plumber forces should operate, covering Standard Operating Procedures, Official Policies, Legislative Power, Operational Guidance, Training and Code of Practice.

Creep Cam -50 CP
You gain 10 small wireless cameras that can be placed anywhere and send a recording to a computer of your choice. What's more you get the upgraded variant of the Creep Cam's allowing you to toggle a cloaking device that makes them transparent and a remote interface to maneuver the Cam's.

Argit's Lost & Found -100 CP
You now have access to a database of all the resources and technology that Argit can get his mitts on. This allows you to order items that are native to the Ben 10 universe even if they are not exactly legally. All legal currency is accepted but expected a markup on instant delivery.

Medkit -100 CP
Once per day you gain a Plumber Issue Medkit which contains a regenerative scanner. When the box is opened correctly it scans the targeted individual and replicates the appropriate tissue and materials needed to instantly heal whoever the scanner has targeted.

Grenade Selection -100 CP
With this purchase you gain a selection of 3 Grenades that restock three times per day. You gain a Standard Grenade that explodes on impact, a Shock Grenade that temporarily paralyzes those in its effect range and a Stun Grenade which causes a flash of light and south disorienting those close to it.



Clothing for all Occasions -100 CP
With this purchase you gain a wardrobe which creates a collection of any type of clothing the one who opened it wants. Unlike normal wardrobes this box creates various styles of the desired clothing including Pajamas, Leather Armour, Training Clothes, Sweater's, Slutty Outfits, Sexy underwear and even Disguise Costumes.

Hoverboard -100 CP (Discount Benjamin)
You gain a brand new X321 hoverboard, a semi-transparent recreational device that hovers in the air and can move in any direction at great speeds allowing space faring species to use them to leave orbit.

Plumber's Suit -100 CP (Discount Tennyson)
With this you gain a Plumber advanced environmental protection suit with active form shifting nanites to conform to fit any size person. The suit can act as an environmental protection suit with modification systems for them to replicate environments with required life support, to allow it to be used as a space suit and a deep sea diving suit. The suit is reinforced so that it can function as armor with it being highly resistant to small arms fire, most blunt weapons and most bladed weapons. The suit also comes with a number of gadgets including standard-issue rocket boots, a retractable cord and a removable plumber's badge.

ID Mask -100 CP (Discount Albedo)
This programmable ID Mask that allows the user to completely disguise and camouflage their appearance with the mask itself being covered in the illusion. This ID Mask comes with several preprogrammed images of various species and can have new illusions programmed in.

Magic Bag -100 CP (Discount Gwen)
This magic bag is similar to the one that belonged to Charmcaster. This bag possesses a pocket dimension inside of it that lets you put objects far larger than the bag within it such as magical staffs, games, statues and objects of an unreasonable size however they have to fit through the opening of the bag. While you have access to your warehouse you will be able to use this bag to store and retrieve anything that is within it.

Galvan Teleportation Network -100 CP (Discount 10k)
Why would you want to travel on uncomfortable flights to go to other planets when you can just get there instantly? You now have 30 Galvan Teleporter Platforms and the blueprints to make more, each teleporter is on a private teleportation network that you can use to travel between instantly. You will need to have these platforms placed at the locations but when they are active you can teleport to any of them instantly regardless of your current location.

Proto-tool -200 CP
The Proto-Tool is a high tech multi-functional weapon that shifts its appearance depending on its multiple modes. In its default form, it appears to be a blaster, colored indigo, white and orange. It has a Galvan tech symbol on the top of its handle.

Nemetrix -200 CP
The Nemetrix is a DNA alteration tool created by Dr. Psychobos that transforms the user into a non-sapient being. If used on a sapient creature without protection it can damage and irreparably corrupt their minds.
You can also swap this in to build your own Omnitrix using the **Omnitrix Supplement** receiving the **Neme-Trix** component for **Free**.

Tenn-Speed -200 CP (Discount Benjamin)
This high-tech motorcycle has a car-like hood that folds down for the user to climb out. If auto generates a driving suit when the driver switches it on and while solar powered can be recharged through any available power source with its universal adapter port.

Rust Bucket -200 CP (Discount Tennyson)
This high tech RV is outfitted with an array of Plumbers' technology including laser weaponry, auto-piloting and jet propulsion that allows the Rust Bucket to move at 300 miles per hour. Though some of its mundane faculties are outdated and broken such as its air conditioner and toilet you can replace them with newer equipment should you wish to.

Ultimatrix Tech Lab -200 CP (Discount Albedo)
You now have access to a specialised Galvan Laboratory focusing on DNA augmentation and mutation. You will also gain an itinerary that explains what each device is and its intended use. During the Jump this facility will be under the Tennyson house but post-jump you can use it as a warehouse extension.

School Spellbook -200 CP (Discount Gwen)
This book of spells contains a detailed academic text of all beginner spells and some intermediary and advanced magics as well as a lot of theory on each spell in the book.

Sword of Ek Chuaj -200 CP (Discount 10k)
This legendary blade was once the most powerful weapon on earth, however most of its power was political as a badge of office for the ruler. The sword itself possesses a supernatural sharp edge and when charged with energy such as Magic or Ki, it can produce a projectile energy blade capable of cleaving through entire cities with ease.

Forever Knights -400 CP
You are now the New Forever King as the Forever Knights organisation now submit to you. From this you not only have leadership over an army of approximately three thousand soldiers but also have access to all of their magical and technological resources.

Proto-TRUK -400 CP
This truck when in its land mode looks like a regular Truck with the "Max's Plumbing" logo on the side of it. When it transforms into flight mode it takes on the appearance of a small spaceship capable of FTL travel with Auto-pilot, a number of weapons and even contains a prisoner holding cell.

Cincotrix -400 CP
The Mark 5 Nanoshift Enabled Exo-Armor is an adaptive handheld defence weapon that can act as a wrist turret or shift into a full suit of armor. When in armor mode, the Cincotrix gives its user enhanced strength, durability, and it has multiple functions, such as: fire blasts, ice blasts, an oxygen mask and even form rockets on the back to gain speed or fly.
You can also swap this in to build your own Omnitrix using the **Omnitrix Supplement** receiving the **Omni-Kix Armor** and **Omni-Naut Suit** components for **Free** as well as **+300 OP** to spend.

Staff of Ages -400 CP
This Magical staff acts as a booster to the magical capabilities of anyone who uses it. While it allows the wielder to use more powerful magical abilities it is only enhancing the users control over their own magic and focusing it to a single point. Beginners and those who have truly mastered their magic will not find it as useful as those with skill and potential but not enough experience.

Antitrix -400 CP
This augmented Omnitrix was developed by an alternative universes Kevin Levin who modified Omnitrix blueprints to develop a combat focused model. The Antitrix uses DNA-altering algorithms, to dynamically generate alien DNA cross-contaminated with other samples including those not unlocked to transform the user into a combat focused variant of the selected alien however they lack some of the species' natural utility based abilities.
You can also swap this in to build your own Omnitrix using the **Omnitrix Supplement** receiving the **Anti-Trix** and **Damage Buffer** components for **Free** as well as **+200 OP** to spend.



Sublimino Hypno-Watch -400
The watch of an old enemy of Ben 10, this watch when the button is pressed can hypnotise those in the immediate path of the watch face making them susceptible to the words of whoever speaks to them. After some time the effect will wear off with the target forgetting what took place but sleeper commands still being in place.

Prototype Omnitrix -400 CP (Free Benjamin)
Old reliable, this Original Prototype Omnitrix was created by the Galvan genius Azmuth to transform the user into a copy of a selected sapient alien life-forms from those stored within its database. It was intended to allow individuals to better understand other species by walking a mile in their shoes. You can also swap this in to build your own Omnitrix using the **Omnitrix Supplement** receiving the **Omni-Trix** and **Atomically Sealed** components for **Free** as well as **+200 OP** to spend.

Chaquetrix -400 CP (Free Tennyson):
The Chaquetrix is a primary component in an alternative variant of the Omnitrix designed by an alternative Azmuth. This variant is able to produce an independent genetically altered variant of the selected sample that is reproductively compatible and emotionally attached to the user. The sample will have an independent personality allowing them to grow and develop as a sentient extension of the Chaquetrix with the sample retaining its personality and memories between activations. You can also swap this in to build your own Omnitrix using the **Omnitrix Supplement** receiving the **Omni-Trix** and **Chaque-Trix** components for **Free**.

Helix -400 CP (Discount Albedo)
This device is a terrigenesis development tool designed to terraform any planet or large enough moon so that the designated lifeforms will be able to safely live on the world. A side effect of this is that it can generate semi technological lifeforms similar to the Galvanic Mechamorphs if used on a planet that already contains organic lifeforms more complex than single cell organisms.

The Keystone of Bezel -400 CP (Discount Gwen)
This magical artifact is the master control of all of the devices made by the Lord of Magic Bezel. The Keystone increases the physical capabilities of a human tenfold maxing out the enhancement to roughly ten times peak human capabilities and enhances the effects of any magical artifacts by ten times.

Excalibur -400 CP (Discount 10k)
This powerful sword has been wielded by famous historical and legendary figures such as Sigurd and Beowulf, though its most well-known owner was King Arthur of Camelot. Only those that you worthy may wield this sword. The blade has been proven to be strong enough to cut through almost anything with ease and while wielding this blade death can not take you no matter how much damage your body has taken or how much blood you have lost.

Charms of Bezel -600 CP
The six legendary charms made by the master of magic Bazel with this purchase you gain one of each charm. The Charm of Luck which allows you to selectively raise your own luck by selectively draining the luck of others. The Charm of Resurrection which can heal you and others to the point of returning from the point of death though this does not count as a 1-UP. The charm of Pyrokinesis allows you to produce and control fire. The Charm of Telekinesis that allows you to move objects with your mind. The Charm of Electrokinesis allows you to produce and control electricity.

Dwarf Star -600 CP
Also known as the Star Core is a powerful energy source contained in a small, yellow, glowing sphere. The Dwarf Star can supercharge any piece of technology or a user's strength and abilities. Exactly how much stronger the dwarf star makes them is dependent on the individual.

Ascalon -600 CP
Ascalon is a tool created by Azmuth before the Omnitrix, it was designed to tap into the fundamental forces of the universe in order to manipulate reality. When someone picks up and wills themselves to use Ascalon, it continuously empowers them to their optimal state after which, Ascalon envelops them in full blue-silver Armor similar to that of medieval knights. This armor can project force fields, energy waves, drain the power from others and protect its user from many types of attacks including physical strikes and energy attacks.

Ultimatrix -600 CP (Free Albedo)
The Ultimatrix is a DNA transformation device like the Omnitrix but with 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 lacks some of the security features and functionality of the Omnitrix. You can also swap this in to build your own Omnitrix using the **Omnitrix Supplement** receiving the **Omni-Trix** and **Ultima-Trix** components for **Free** as well as **+400 OP** to spend.

Unitrix -600 CP (Free Gwen)
The Unitrix is a DNA splicing device that allows the user to gain access to all of the powers of the selected form without transforming. This augmentation applies to the user's base form and allows them access to the strengths and abilities of any of their transformations without losing any natural abilities they normally possess. You can also swap this in to build your own Omnitrix using the **Omnitrix Supplement** receiving the **Uni-Trix** and **Perk** components for **Free** as well as **+600 OP** to spend.

Chrono Navigator -600 CP (Discount 10k)
The Chrononavigator is a device used to map out and travel through space and time. While using the Chrononavigator you can transport to any point in space-time without getting lost. This enables you to not only access any point in your own Timeline, but in all alternate timelines and parallel dimensions.

Biomatrix -800 CP (Free 10k)
The Biomnitrix is a dual set of Omnitrices that cannot function independently. When used together the two Biomateix's can transform the wielder into a perfect 50% hybrid of the two different alien DNA samples they selected 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. You can also swap this in to build your own Omnitrix using the **Omnitrix Supplement** receiving the **Omni-Trix** and **Biomni-Trix** components for **Free** as well as **+800 OP** to spend.

DNA Samples -1000 CP
With this one time purchase you gain **+2000 RP** to spend in the alien list Supplements in order to gain a maximum of 10 aliens. Additional RP can be purchased at **1 CP** for **1 RP**.

Aliens:

Your Omnitrix will need a list of aliens for you to use and each origin will gain a set of their own. You can purchase additional aliens from the Alien List Supplements at a rate of **1 CP** for **5 RP**.

Omniverse Playlist - (Free/Exclusive For Benjamin)



1. Astrodactyl
2. Ball Weevil
3. Bloxx
4. Bullfrag
5. Crashhopper
6. Feedback
7. Gutrot
8. Kickin' Hawk
9. Mole-Stache
10. Pesky Dust

Classic Playlist - (Free/Exclusive For Tennyson)

1. Diamondhead
2. Four Arms
3. Ghostfreak
4. Grey Matter
5. Heatblast
6. Ripjaws
7. Stinkfly
8. Upgrade
9. Wildmutt
10. XLR8



Ultimate Alien Playlist - (Free/Exclusive For Albedo)



1. Ampfibian
2. Armodrillo
3. Chamalien
4. Eatle
5. Fasttrack
6. Juryrigg
7. NRG
8. Shocksquatch
9. Terraspin
10. Water Hazard

Alien Force Playlist - (Free/Exclusive For Gwen)

1. Big Chill
2. Brainstorm
3. Cannonbolt
4. Chromastone
5. Echo Echo
6. Goop
7. Humungousaur
8. Jetray
9. Swampfire
10. Spidermonkey



Powerhouse Playlist - (Free/Exclusive For 10k)



1. Arctiguana
2. Atomix
3. Buzzshock
4. Clockwork
5. Gravattack
6. Rath
7. Spitter
8. Toepick
9. Upchuck
10. Way Big

Extra Alien Playlist -500 CP

1. Blitzwolfer
2. Ditto
3. Eye Guy
4. Fasttrack
5. Frankenstrike
6. Lodestar
7. Nanomech
8. Snare-Oh
9. Surge
10. Wildvine



Argit's Discount Consequences:

You remember how your old pal Argit gave you such amazing Discount Coupons? Well, here's the rub, the extra items each added on an issue or responsibility you now have to deal with, good luck and good riddance. You can start any of these events in any order at any point after completing the "Tutorial" section of the game but will have to complete them to return to Bellwood. While dealing with one of the events you will not need to worry about the others as those events will be put on hold and no one will take advantage of your absence. After completing an event you will be able to return to these areas at your leisure.
Events marked with ***** can only use companions supplied during the event's plot.

Main Game - (Mandatory With "Cardboard Box")
You have awoken in class as this universe's Benjamin Kirby Tennyson equivalent with a slip of paper containing the **URL to Argit's Website**. During the natural term of events you will be responsible for looking into an anodite dust smuggling ring with your new partner Rook Shar. (The Main Story of Ben X Slave Quest).

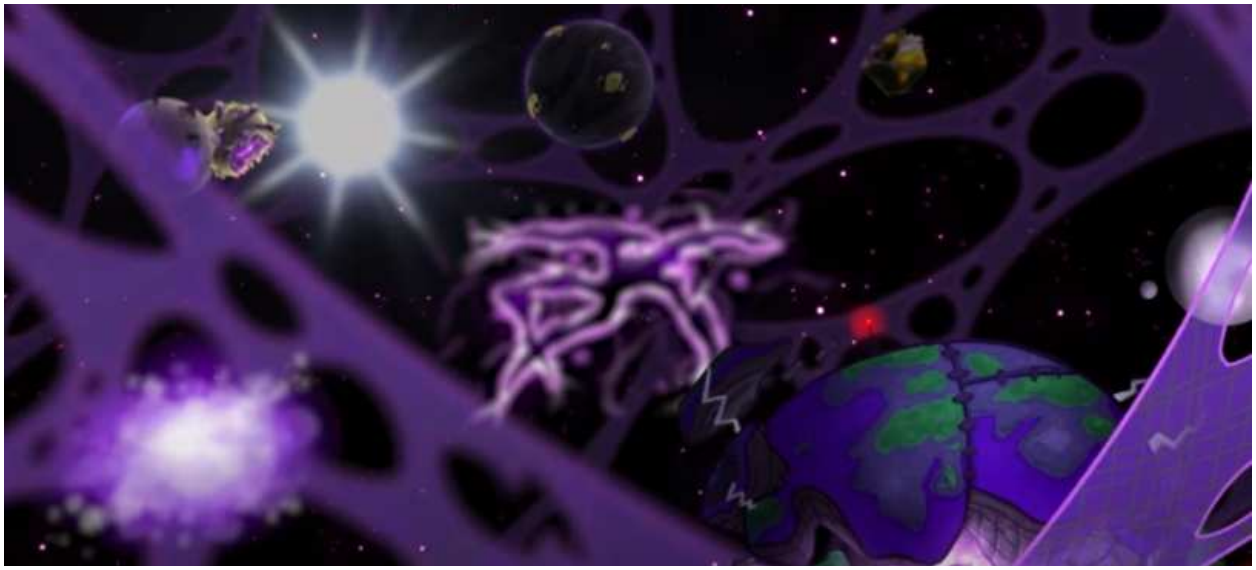
The Deadliest Game Show 2 Electric Bugglue - (Mandatory With "Steel Box") *
The intergalactic game show host Charles Zenith has returned with **Renewal Contracts** for his game show "Battle of the Brides". Ben 10 has to participate in the game with those he had romantic relationships with where together they must battle against a variety of environments across the null void and face challenges to survive.

Ribbiting Conflict - (Mandatory With "Beeping Box") *
Emperor Milleous has decided to invade the Earth, however the Plumbers have detected this and determined the perfect location to cut off this attack. With the **Tracking Device** you have been given you must access the Incursion staging site and topple their plans.

Rooted Problems - (Mandatory With "Black Box") *
It seems Servantis has been caught red handed commuting illegal experimentation resulting in Magistrate Xylene taking a hands in approach. She has sent a number of **Black Plumbers Badge**s out to selective individuals in order to recruit their aid in not only cleaning up Servantis's mess in the null void but also uncovering an unexpected threat.

Magic Time - (Mandatory With "Glowing Box") *
Someone has sent out a beacon of aid and through these **Glowing Rune**s a number of magic users have been summoned to the city of Navato within a future Legerdomain from across time and space in hopes of preventing a threat to all magic of every multiverse.

Unexpected Prey - (Mandatory With "Leather Box") *
Khyber the Huntsman has gathered a number of new beasts and victims for his hidden personal hunting preserve, unfortunately the **Blood Samples** of his beasts, only when he tracked them down and used a knockout grenade on the unsuspecting thief did he find his ultimate prey Ben 10 to add to his hunting list.



Galactic Musume - (Mandatory With “Skull Box”) *
Realising that this **Purple Crystal Crown** is actually a corrodium artifact vital to Anur Transyl. As the one who found it you have been “volunteered” to deliver it to the Anur system hopping from planet to planet to return this treasure in hopes of lessening their xenophobic views. Unfortunately it seems Zs'Skayr is attempting to resurrect the Vladat race.

Inverted Chaquetrix - (Mandatory With “Red Box”) *
The **DNA Scanner** activates sparking and glitching but takes a scan of you resulting in your Omnitrix glowing Pink before teleporting you elsewhere. You awaken in a Lab on Galvan Prime that is in lockdown with an out of control security system as two familiar faces seem to have been altered by a variant of the Omnitrix.

Dealing with Myself - (Mandatory With “Mirror Box”) *
The **Mr Smoothies Brochure** is for Store 23, a Mr Smoothie that, so far as you can tell, doesn’t exist. Unfortunately, the store owner happened to have stepped out. The store’s Warp Field Generator has started to glitch out resulting in locking you into 4 alternate realities: those of female Omnitrix users all being targeted by the Villain Eon.

Friedkin University - (Mandatory With “Glowing Box”)
This **Flier for Friedkin University** shows an unexpected enemy at the university. You will need to take part in an open house for the university to uncover the hidden conspiracy and cult.

Hard Time - (Mandatory With “Plumber Issue Box”) *
You have read and are now stuck with the Plumber Prison **Duty Roster** meaning work at the new Moon Based Plumber Prison. You will have to take the prison watch duty for the skeleton position, unfortunately the Fulmini have decided to target the Data Storage facility underneath your location to preempt an invitation. You will have to fend off this threat while dealing with the facility and 4 prisoners who you must guard while protecting from the Fulmini Invasion.

Companions:

Companions can't purchase extra Companions but may bring followers along. Named companions may be different depending on Gender Preferences and **Narrative Drawback**s.

Companion Import -50/300 CP
You can import a companion for **-50 CP** each, with an origin of your choosing and **600 CP** to spend on perks and items. For **-300 CP**, you can import all eight companions. They get **600 CP** to spend anywhere in this jump.

Canon Companion -50 CP
For **-50 CP** each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

Follower - Free
Any canon character you convince to travel with you without mentally altering or manipulating them will do so for **Free**.

Gwen Tennyson -50 CP (Free with "Main Game")
Gwendolyn "Gwen" Tennyson is an Anodite Plumber and Ben's paternal cousin. She is highly intelligent and has been fighting aliens alongside Ben since he found the Omnitrix. Her current relationship with Kevin Levin is shaky as she has caught him cheating on multiple occasions but he keeps lying about it. Their upcoming breakup will cause her to act foolish and more susceptible.



Rook Shar -50 CP (Free with "Main Game")
Rook Shar is a Revonnahgander Plumber who Magister Max Tennyson assigned as Ben's new partner and trainee. She arrives at the Tennyson household shortly after the Jump starts and starts living at that location. Rook Shar is well meaning but gullible and easily deceived.



Charmcaster -50 CP (Free with "Main Game")
Charmcaster is a magical human originally from the Legerdomain who has recently joined an Anodite Dust smuggling ring with her eventual intention being to retake the Legerdomain from Addwaitya. When investigating Anodite Dust you will get caught off guard by a disorienting spell giving her time to blow off a little steam before she escapes.



Gwen Tennyson (Classic) -50 CP (Free with “Main Game”)
A much younger version of Gwen will arrive from a parallel reality with her being put into the custody of her older self and her older cousin.



Kai Green -50 CP (Free with “The Deadliest Game Show 2 Electric Bugglue”)
Kai was Ben’s first crush and in alternative timelines his future bride. She was selected by Zenith who thought she was one of those Ben seemed the most concerned about during the initial episode.



Julie Yamamoto -50 CP (Free with “The Deadliest Game Show 2 Electric Bugglue”)
Ben’s long term Girlfriend who after being tortured by Captain Nemesis was left in an emotionally unstable state. With Ben lacking the capabilities to emotionally support her afterward she went on a self-destructive path resulting in her becoming Fistrick's self-proclaimed slut. After being arrested and getting to know this new Ben she was kidnapped for a tv show.



Ester -50 CP (Free with “The Deadliest Game Show 2 Electric Bugglue”)
Ester is a Human/Kraaho hybrid and for a short while after Julie broke up with him she was Ben Tennyson’s girlfriend. However after realising that Ben was not as interested in their relationship they ended the relationship on good terms shortly after Ben’s first interaction with Zenith. Now Zenith got a new episode greenlit; she's being brought back into Ben's romantic life.



Looma Red Wind -50 CP (Free with “The Deadliest Game Show 2 Electric Bugglue”)
Looma Red Wind is the Tetramand princess of the desert planet Khoros and has a standing wedding with Ben 10 after he defeated her in combat. She has been taken for this contest and sees it as an opportunity to get to know her “Beloved” better.



EightEight -50 CP (Free with “Ribbiting Conflict”)
EightEight is a female Sotoraggian bounty hunter from the planet Sotoragg currently working as a mercenary for the Incursean Empire. She is starting to get annoyed with her working conditions and that they keep trying to stuff her on the bill. If given a strong enough persuasion such as a large plumber payout she may even be willing to swap sides.



Princess Attea -50 CP (Free with “Ribbiting Conflict”)
Attea is the daughter of the Incursean Emperor Milleous, instead of resting on her position of princess she used her connections to gain the rank of General for the upcoming invasion of earth. She has had a small crush of the hero Ben 10 ever since he saved her from a bounty Hunter as a child.



Captain Caecilia -50 CP (Free with “Ribbiting Conflict”)
Caecilia is a captain within the Incursean Empire who has recently started to become disillusioned with the empire. Her last few successes have resulted in her being blamed for the mistakes of her superiors yet them taking credit for her accomplishments.



Tara -50 CP (Free with “Ribbiting Conflict”)
Tara is a Way Bad, a mutated To'kustar altered by Dr. Psychobos. When not being controlled Tara like most To'kustars is kind and friendly. The mutation process has left her with a nervous disposition around others however when in contact with the mind control serum she is uncharacteristically aggressive.



Magistrata Xylene -50 CP (Free with “Rooted Problems”)
Xylene is a female Uxorite who once had a romantic relationship with Max Tennyson until she had an unpleasant ultimatum from an Anodite named Verdona. She is now the leader and head of the entire Plumber Organization but after finding out Servantis’s real goals she has shut down the Rooters and put together a task force to clean up his mess.



Agent Swift -50 CP (Free with “Rooted Problems”)
Swift is an artificial Human/Aerophibian Hybrid, like most of the Rooters she had been under Servantis mind control since he gained the ability forcing her to become hybridised. After Servantis’s removal and her mind being repaired she is doing everything she can to help Magistrata Xylene clean up the Rooters mess.



Helen Wheels -50 CP (Free with “Rooted Problems”)
Helen Wheels is a Human/Kineceleran hybrid Plumber and has recently found out that she is an artificial hybrid created by Servantis. After finding out that her memories were artificial she requested to Magistrata Xylene’s task force to hopefully uncover the truth.



Molly Gunther -50 CP (Free with “Rooted Problems”)
Molly is an adult human who was originally an FBI special agent who graduated top of her class at Quantico. She came to Max's attention when she profiled and captured a serial killer who turned out to be an alien. Soon after, she accepted Max's offer and joined the Plumbers. When Xylene was putting her task force together, she was suggested by Max.



King Charmcaster -50 CP (Free with “Magic Time”)
This Charmcaster killed Addwaitya and took his throne as the King of Legerdomain as the political system has the ruler as king regardless of gender. She has been bored and lonely for quite a while and sees this threat to her domain as both a concern and entertainment.



Future Gwen Tennyson -50 CP (Free with “Magic Time”)
This version of Gwen grew up and gathered many magical artifacts allowing her to become the supreme sorceress of earth and protector from any magical threats. In her timeline her cousin never took off the Omnitrix and as a side effect she never had a long term romantic relationship, instead focusing on her magic and protecting the world.



Curse Crafter -50 CP (Free with “Magic Time”)
Cursecrafter is a Grizanim shopkeeper in Navato, a black market located in Legerdomain. Cursecrafter is a bit of an entertainer. She used to like to put on shows to dazzle people but now is a shopkeeper in Navato. She also likes to scare people for her own amusement.



Sunny -50 CP (Free with “Magic Time”)
Sunny is Gwen and Ben's Anodite cousin from the universe the jump is set in. She models her human disguise on Gwen but with black hair, purple eyes and pale skin. She has been spoiled but has an inferiority complex towards her cousin Gwen. As a full Anodite she has a lot of raw mana and is able to switch between her human and Anodite forms instantly.



Eunice -50 CP (Free with “Unexpected Prey”)
Eunice though biologically human is actually a Unitrix, a device that is a prototype Omnitrix until she absorbed Gwens DNA resulting in her becoming a person. After becoming Azmuth's assistant she was altered so she no longer interferes with the Omnitrix and is able to mimic the abilities of creatures within range of her. When Kyber was attempting to capture Ben Tennyson his devices led him to an alternative Omnitrix prototype and he captured Eunice.



Sheelane -50 CP (Free with “Unexpected Prey”)
Sheelane is a Thalassian who was captured by Kyber shortly after her ship crash landed. Kyber augmented her DNA so that she could be hunted on both land and in the water however she has been able to avoid him mostly thanks to more interesting prey but also by hiding between the environmental zones.



Mazuma -50 CP (Free with “Unexpected Prey”)
Mazuma is an Android bodyguard created by Billy Billions to be anatomically correct and serve him. After Billions was captured by Kyber she came into contact with a female Cyrus that Kyber had kept for hunting, resulting in the two fusting and her gaining free will, removing any control Billy had over her.



Nyancy Chan -50 CP (Free with “Unexpected Prey”)
Nyancy Chan is a human villain with the power to control feline species however after Kyber observed her controlling an Appoplexian he kidnapped her hoping to use her to make his cat hunts more organised.



Lucy Mann -50 CP (Free with “Galactic Musume”)
Due to the dangerous president of the Anur Transyl system Lucy has been sent along as Ben's Official Plumber Bodyguard. She will be able to blend into the various species thanks to her shapeshifting powers allowing her to take on any form.



Lilith Transyl -50 CP (Free with “Galactic Musume”)
As a recently revived Vladite lilith both seeks her crown and a worthy kind to sit at her side, unfortunately Zs'Skayr is insistent that only he is worthy keeping her trapped.



Cyrine -50 CP (Free with “Galactic Musume”)
Cyrine is a Thep Khufan priestess whose father Kuphulu was used and disposed of by Zs'Skayr in his latest bid for power. While she has a striking resemblance to Charmcaster, she has a similar desire for revenge for her family.



Viktoria -50 CP (Free with “Galactic Musume”)
Viktoria is a Transylian who is a massive fan of monster films resulting in her being somewhat of an outcast as she is more sympathetic towards those who the inhabitants of the Anur System see as monsters.



Chaquetrix Albedo -50 CP (Free with “Inverted Chaquetrix”)
Albedo while attempting to steal one of Azimuths many half built prototypes of the Omnitrix, the Chaqetrix got into a battle with Kevin 11 causing the device to overload. During the explosion Albedo’s Ultimatrix synchronized with the device causing Albedo and all of their alien forms to change into a female version of themself each form finding themself very attracted to Ben Tennyson.



Kayden Levin -50 CP (Free with “Inverted Chaquetrix”)
After unintentionally absorbing the energy of the Chaqetrix when it overloaded during a battle with Albedo. Kevin mutated once again however this time into a feminine variant of the original Omnitrix Aliens. Levin mostly retained their mentality allowing them to shift between the amalgam form and human at will. An unexpected side effect is that Kevin now Kayden is stuck as a woman and finds herself very attracted to Ben Tennyson.



Luhley -50 CP (Free with “Inverted Chaquetrix”)
Luhley is a high ranking member of the Galvan Security Forces and has been assigned to overlook the Chaqetrix facility resulting in her being trapped inside when the device overloaded.



Myaxx -50 CP (Free with “Inverted Chaquetrix”)
Azmuth's long suffering assistant now has to deal with this mess as her boss sees it as beneath himself. She was the one who teleported Ben in along with herself as having him on hand to help her should help to remove the lockdown on the Chaqetrix facility



Jen 10 -50 CP (Free with “Dealing with Myself”)
It started when an alien device did what it did and stuck itself upon her wrists with secrets that it hid now she’s got superpowers she’s no ordinary kid she’s Jen 10. This young girl has had a very similar life to Prime Ben however after her cousin went off to college Jen has been saving the world as a solo act and with the emergence of a new Villain named Eon she is having a difficult time.



Jen 10K -50 CP (Free with “Dealing with Myself”)
The world's greatest hero Jen 10,000 has been overworking herself ever since a Fulmini invasion killed a number of civilian hostages. She has been working non-stop rapidly transforming from one alien to another fighting crime and avoiding her family members all in an attempt to prevent tragedy from striking again. After Gwen’s recent attempt to summon a younger version of Jen failed thanks to the appearance of a Mr Smoothie and Jen 10K struggled to defeat Dr



Animo and a revived Vilgax Jen has been running on steam causing those who care to fear she will collapse mid battle.

Jen 23 -50 CP (Free with “Dealing with Myself”)
Unlike most other Jen 10’s this young girl lacked any good parental influence or any real threats and went on to become an internet superstar and world wide idol. She often battles alien bad guys and sells merchandise making her a beloved celebrity.



Gwen Tennyson (Gwen 10) -50 CP (Free with “Dealing with Myself”)
In this world Ben never went on the summer trip with Gwen and Grandpa Max resulting in Gwen exploring the crater and finding the Omnitrix. After a number of multiversal adventures alongside a number of Ben’s, Gwen grew up to be the world's greatest hero. Though Gwen is incredibly combat capable she has not pursued higher education as she had initially intended, instead going through online and extraterrestrial education that she can schedule around saving the world.



Margie -50 CP (Free with “Friedkin University”)
Margie is one of the Darkstar Cultists with an appreciation for Ravens and magic. She has always felt like part of her life was missing that seemed to come back to her when she joined the Darkstar Cult. Though not incredibly powerful under the cults new leadership Margie has found herself talented with shadow magic.



Jenny -50 CP (Free with “Friedkin University”)
Jenny is a Darkstar cultist who has always been a bit of a Jinx causing most other people to avoid her. She has a deep affection for her best friend Margie who she has felt a feeling of familiarity to from the moment she met her. While Jenny is not naturally talented with magic she has been able to use her small amounts of magic to mimic the Charm of Luck from the Charms of Bezel.



Stacy -50 CP (Free with “Friedkin University”)
Stacy is a Darkstar's cultist who after joining university made friends with Jenny and Margie. She has a gluttonous appetite for sugary foods and finds herself uncomfortable whenever she isn't wearing Stockings. With the new leaderships approach to magic Stacy has learned to conjure a pair of katanas made of mana that she has a telekinetic control over.



Jennifer Nocturne -50 CP (Free with “Friedkin University”)
Jennifer is famous for playing Jenna in the supernatural film franchises Darkfall and Vampire Summer. However after ending a one sided Stockholm induced relationship with Captain Nemesis Jennifer has taken it upon herself to take charge of her life and find what she wants out of it. Resulting in her taking over the Cult of Darkstar by trapping its previous leader in a magical cage. While ironically draining his power to give herself a golden glow without his poor complexion.



Isosceles Right Triangle Vreedle -50 CP (Free with “Hard Time”)
Sceles Vreedle has once again been left holding the bag when her brothers blew up plumber facilities this time however she has been shipped off to the single gender moon prison. She may not be the brightest bulb but she sees Ben as an opportunity to get out on good behavior.



Frightwig -50 CP (Free with “Hard Time”)
One of the Circus Trio Frightwig has been caught while the other two made a plea deal left on the moon base prison, she is planning out how to break out and get her revenge.



Elena Valadis -50 CP (Free with “Hard Time”)
Elena Valadis was Ben's childhood friend who had an unrequited crush on him that later turned into obsession after she was absorbed by the nanite queen. Having been on the moon prison for some time she is ecstatic to see who the new guard is.



Rojo -50 CP (Free with “Hard Time”)
Rojo was arrested a couple months ago as part of an alien tech smuggling operation and though she sees Ben as an opportunity to scratch her itch her old business associates are planning to cut her off as a loose end.



Drawbacks

There is no drawback limit, take as many as you think you can handle. Remember the rule: Drawbacks always override perks.

Supplement Mode - Free
By taking this toggle, you can use this jump with any other Ben 10 jump, either merging both worlds in a single one with the traits of both or having you start in the other Jump and later replacing the Ben of this setting. The single rule is that you must stay at least ten years in the resulting world even if your stay in the other jump would be shorter than a decade.

Rule 63 - Free
Sometimes there are characters who you like the design of but their gender is wrong for your preferences. With this **Narrative Drawback** that's not a problem as you can use this to toggle anyone in this world to become a genderbent variant of themselves. Optionally, if you prefer, you can use this toggle not only to affect named characters but the whole world or selectively determine gender ratios for the world or setting.

Reboot Universe - Free
The characters in this world are closer to their Omniverse counterparts, but with a few changes that make them fit better in this setting. However, by taking this **Narrative Drawback**, you'll have more control over which version of them will be their basis. Do you want Charmcaster to be based on her Alien Force Appearance? Do you want Gwen to be based on her reboot Appearance? Do you want Keven to be based on live action movie depiction? Then this is the option for you.

That Buffoon +100 CP
You hate being mistaken for Benjamin Tennyson and will be actively offended should it occur.

You may be world famous out there +100 CP
Whenever you meet someone they will not respect you as a hero and will act as though your fame is frivolous regardless of what actions you have done.

Looped Combat +100 CP
It seems that instead of truly fighting your enemies you will be trapped in the game's combat system causing you to battle with a turn based System. You, your selected ally and all of your enemies will each have a speed attribute that will determine how soon your turn will be.

Fistrick's Crew +100 CP
It seems that Fistrick's Bro's, Hoe's and Big Bro's seem to have an endless supply as while on patrol you will constantly find them hanging around in alleys before they attack you without putting a dent in Fistrick's real crew.



Klutz +100 CP
It seems that all those around you who are on your side seem to be extra clumsy, causing them to fall over or drop important things on a regular basis.

Weekend Alcoholic +100 CP
Everyone you are supposed to be working with seems to have a severe drinking problem as whenever they are off the clock they seem to be heavily drunk.

Green Blood is OK +100 CP
You have no discomfort with killing any aliens who are not human seeing it as no different than killing ants or insects.

THE LEVIN +100 CP
You seem to have some kind of curse that makes everything you say sounds douchie,causing others to be slightly offended by almost everything you say.

Chilli Fries +100 CP
You are addicted to Chilli Fries needing to eat them at least once per day or go through a painful withdrawal until you eat some.

Alien Tastes +100 CP
Unfortunately it seems like Grandpa Max's tastes have rubbed off on you as your appetite is almost exclusive to alien food. You will find all human food other than items purchased in this jump disgusting but will find alien food palatable.

Dork-face +100 CP
Your cousin is a jerk going out of their way to insult or demean you.

Do you Feel Lucky, Punk +100 CP
You keep making pop culture references that no one else recognises.

Inferior Species +100 CP
This option can be taken a **maximum of 10 times**, each time you take it you must select a specific species. You will find that species disgusting and see them as a lesser species.

Tennyson!!! +200 CP
You seem to be the center of chaos for Mr Baumann constantly making his life hell as you destroy his store and personal property.

Damn Hormones +200 CP
You are constantly aroused and find those you are attracted to far more attractive.

Captain Nemesis +200 CP
An old enemy has returned with the intention of causing you problems. At some point during the Jump Captain Nemesis will attack you.

Killer Clown +200 CP
Zombozo the Zombie Clown has returned and is seeking a new brain for his consumption, yours.

Billion Problems +200 CP
Billy Billions has returned from dimension X and has set his sights on getting revenge against you.

Woo Bro +200 CP
You have been infected by "bro" essence causing you to have a compulsion to workout, call your allies and friends 'bro', wear punk clothing, punk hairstyle and act in strange ways.

Two Pump Chump +200 CP
Whenever you're participating in any pleasurable activities you will find yourself reaching completion far too quickly and will find it difficult to contribute to the pleasure of others regardless of what perks you have.

Map to Infinity +200/400 CP
A ruthless criminal named Aggregor is hunting down 5 Aliens loose and causing chaos on Earth. Aggregor intends to absorb these aliens and use their combined powers to collect the pieces of the Map of Infinity in order to reach the Forge of Creation.
For +200 CP the Aliens Aggregor is searching for will be different from the canon aliens.
For +400 CP you will completely forget about this drawback and who Aggregor is.

Villain of the week +300 CP
It seems you're a magnet for odd enemies as every week a new enemy will show up to battle you ranging from a weakling with delusions of grandeur to those who are a genuine threat to you.

Ben Who? +300 CP
By taking this drawback you will forget everything you knew about Ben 10. This will include information about the Omnitrix, what an Anodite is, who is Vilgax and anything stated in this Jump Document.

Vengeance of Vilgax +300 CP
It seems Vilgax has learned if you're replacing Ben and sees it as his opportunity to gain the Omnitrix for himself. If arrested or defeated he will continue to attempt to get it from you, even if you didn't have an Omnitrix for him to take.

Lost Or Found +400 CP
It seems that your possessions keep winding up in the hands of the worst person to have them, let's hope it's not world shattering.

Powerless +400 CP
For the duration of this Jump all out of Jump perks, powers and abilities other than body mods are blocked. If this document is taken as a Supplement this drawback will not affect the perks gained in the attached Jumpchain.

That Wasn't So Difficult +400 CP
You will forget this drawback and any time you act overconfident for solving an issue, a more difficult issue will occur.

Shot the Watch +400 CP
Shortly after you start the Jump your Omnitrix will lose all but one of your aliens disabling them for the duration of the Jump requiring you to unlock new aliens to perform combat. **Roll 1D10** to determine which alien you keep.

Not Big Enough for the 10 of us +600 CP
Shortly before the end of the jump the "Real" Ben 10 will return and reveal you are an imposter. They will inform everyone who will listen to the truth of all your actions in jump before challenging you to a battle for the earth.

Ending

After ten years you must make a choice.

Go Home:
End your chain and return to your home reality with everything you gained until now.

Stay:
Continue in the world of Ben X Slave Quest ending your chain.

Move On:
Go to the next jump and continue your adventure.