

BEN 10
Series Bible
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Comedy, Mystery, Action and Monsters!



HERO GENERATION

INTRODUCTION

Five years after the events chronicled in BEN 10: THE ORIGINAL SERIES, 15 year-old BEN TENNYSON chooses to once again strap on the awesome OMNITRIX, an alien wristwatch that gives him the ability to transform into any one of ten different alien species while gaining their bizarre super-powers in the process. Joined by his energy-controlling cousin GWEN TENNYSON and his matter-absorbing former nemesis KEVIN LEVIN, Ben's mission is threefold: Find his missing Grandpa Max, gather and train a team of other teenaged heroes for the upcoming apocalyptic battle, and unravel the interplanetary conspiracy of the fearsome DNALIENS, a powerful alien race intent on destroying all intelligent life in the galaxy, starting with planet Earth.

BEN 10: HERO GENERATION is weird fantasy/adventure, set in contemporary America and in other locations, both real and imaginary, on this and several other worlds. These are classic fantasy adventures, infused with a heavy dose of mystery as our heroes struggle to understand and overcome the extremely unusual occurrences in almost every episode.

BEN TEN: HERO GENERATION is X-FILES, not X-MEN. This is SCOOBY DOO, but the monsters are real. This is classic BEN 10, with stakes and adventure beyond anything Ben has ever before encountered.

BEN 10: HERO GENERATION stories are filled with **comedy, mystery, action and monsters**. At its core, BEN 10: HERO GENERATION is the story of a young hero gaining confidence in and mastery of his abilities while passing his new knowledge along to a new generation of heroes. The mandate for BEN 10: HERO GENERATION is to deliver all the fun of boy's action with a something extra; mysterious science fiction with humor, heart and a brain.

Our creative mission is to produce an animated series of the highest standards of quality. Our stories will feature exciting, colorful heroes and villains, struggling in a fantastic world that, other than the secret existence of space aliens, closely resembles our own. Our cast of characters will be driven by **clearly externalized internal conflicts**. Character behavior must always be motivated, and **actions must always have consequences**.

ORIGIN

Five years after the magical summer chronicled in the original BEN 10 series, BEN TENNYSON is a normal, well-adjusted teenager who has long ago put away his toys, including the OMNITRIX that gave him his powers. His adventures as a shape-shifting hero are little more than fond memories. Shortly after successfully defeating the alien menace of Vilgax, Ben learned how to remove the watch. He hasn't needed its powers since. Happy with school, friends and soccer (he's the team's starting Goalie and he's only a freshman!), the last thing on his mind was getting involved in another series of adventures.

But that was before he discovered his Grandpa Max missing.

On a routine visit to the trailer park where the "Rust Bucket" (the family's nickname for Max's motor home) now resides, Ben discovers a bizarre alien searching the place. Without his powers, but with the wit and skill born of his experience in alien-fighting, Max manages to drive the creature off. There's no sign of Max. Ben looks inside of the wall clock where they used to leave messages for each other and finds a cryptic holographic message from Max, who claims that he has the Omnitrix. That's peculiar, as Ben thought *he* had the Omnitrix.

Ben bikes home and runs up to his room. He pulls five years of junk out of his closet, finally unearthing a shoebox. Inside, under a layer of Sumo Slammer cards, is the Omnitrix, just where Max left it after taking it off four summers ago. It seems that Max is trying to send him some kind

of message, but what? He's going to need to talk to somebody about this and there's only one person who would understand, his cousin Gwen.

Ben thinks he should put the Omnitrix back on and investigate whatever mysterious case Max is working on. Gwen encourages him not to. She knows him well enough to know what a sacrifice this would be for him, Ben is happy. He used to love the Omnitrix because it made him special but he learned over the course of his adventures that it wasn't the Omnitrix that made him special, it was his own qualities. Now the Omnitrix represents responsibilities that may get in the way of the satisfying life he's made for himself. Ben eventually decides that "it's time for a new adventure." He puts on the Omnitrix, which transforms, revealing a previously hidden facet. There are **ten all-new alien forms** now available to him, including the mysterious "Alien X," a form so powerful that Ben hesitates to use it for almost the entire season. On the rare occasions that he does unleash the cosmic powers of Alien X, it is always to spectacular effect.

Ben and Gwen quickly begin investigating the mystery, which turns out to be the tip of a series-spanning iceberg. Backwater planet Earth is once again the center of alien activity in the galaxy. A new alien race, the DNAngels, is secretly plotting to destroy not only all life on Earth, but all life throughout the galaxy. Ben doesn't know it yet, but only he and the Omnitrix can save us all. But Ben can't do it alone.

Ben and Gwen are joined in their adventures by Ben's old enemy KEVIN 11, who is still a rogue but a rogue with a heart of gold (who has a reciprocated crush on Gwen). Kevin has recently escaped from the

extradimensional prison, the NULL VOID, barely chastened by his punishment. Kevin will travel with Ben and Gwen, helping them for his own reasons but sometime scheming on the side. His crush on Gwen is definitely having a mellowing effect on him, though he's loath to admit it.

While Ben, Gwen and Kevin make up the core team, over the course of the series Ben meets, aids and assembles a larger team made up of several other new young heroes. These heroes, we will learn, are the part-human, part-alien children and grandchildren of PLUMBERS (the secret intergalactic law-enforcement organization that Grandpa Max retired from many years ago). Ben will use his experience with many sets of superpowers to help these young heroes master their newly-developing powers. Eventually, Ben will lead his new team of visually stunning alien/kid heroes, "Ben's Ten," in battle against the unthinkable evil DNAliens and their half-human, half DNAlien drones, the HYBRIDS.

STATUS QUO

He doesn't know it, but 15 year-old BEN TENNYSON wears the fate of the world strapped around his wrist. Ben wears the OMNITRIX, the most advanced piece of technology ever created. The Omnitrix grants Ben the power to transform into any of 10 different aliens. Using the aliens' inherent abilities Ben has become a great hero, famed throughout the galaxy for his amazing exploits. Now he faces a new threat, greater than any he has ever faced. Ben's GRANDPA MAX, a semi-retired interplanetary police officer, has disappeared and Ben's ongoing search for him uncovers an alien conspiracy to destroy the Earth.

Teamed with his superpowered cousin GWEN and his equally powerful former enemy KEVIN, Ben searches for his Grandpa, while unraveling and foiling the many sinister plots the evil DNALIENS have launched as part of their overall plan to destroy all intelligent life in the galaxy.

As if all that weren't enough, Ben is also charged with gathering and training a new generation of teenaged heroes, part alien, part human kids he is recruiting to aid in his upcoming battle with the DNALIENS.

A typical episode can start with Ben investigating a clue to Max's whereabouts, an attempt to recruit a newly-discovered superpowered "Plumber's Kid," or by stumbling into a bizarre occurrence that turns out to be a Hybrid plot. While this show has repeatable elements that should often be present, it is not a formula show. We want to surprise and delight our audience with weird new ideas and cool explorations of the kids' relationships and powers. What is a constant is the fact that the

same guiding hand is often behind the weirdness in question; the DNAliens.

Armed with strange powers and futuristic devices, including "Identity Mask" technology that allows them to walk among us disguised as humans, The DNAliens are in a dark alliance with the FOREVER KNIGHTS (a group of humans who trade in illegal alien technology), putting Ben and his friends in conflict with two powerful groups of enemies. The stakes start small but grow over the course of the series into a galaxy-spanning conflict that can only be resolved by Ben mastering the *true secret* of the Omnitrix.

CAST OF CHARACTERS

BEN TENNYSON

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

In contrast with the sometimes bratty, often oblivious 10 year-old Ben we've come to know so well from the original series, the 15 year-old version of Ben is a bit more sensitive -and vulnerable. With his Grandpa Max out of the picture, Ben is solely responsible for his choices for the first time in his heroic life. He's also responsible for the safety of Gwen, Kevin and a flock of inexperienced new kids that he's recruited for his team. Ben sometimes secretly wonders whether he's up to the task.

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

Ben and his cousin Gwen's relationship has mellowed from the verbal sniping and one-upmanship of their youth, they're close friends now and

have been for years, bonded by their experiences in the original series. Both of them have left the "bratty kid" stage of development. She's the only person besides Ben who understands the awesome responsibility of his powers, not to mention the easy life he gave up when he put the Omnitrix back on.

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

Powers and Abilities

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

When Ben put the Omnitrix back on his arm after a five-year gap, the Omnitrix took a new sample of Ben's DNA, adjusted itself to his current biochemistry and physically reconfigured itself to what it guessed were his needs. Unfortunately, Ben has never learned how to properly use the

Omnitrix, he has access to thousands of alien species, but so far only knows how to activate ten of them (it's like someone with a DVD changer with dozens of disks in it, who only knows how to play disk one). In the course of the series, he will also discover that using the Omnitrix, with time and intensive effort, he can return Hybrids to their natural human form.

Currently, Ben can use the Omnitrix to transform into 10 different alien forms, the aliens and their powers follow.

SWAMPFIRE

An immensely strong, muck-encrusted, **walking compost heap**, Swampfire's body produces large amounts of highly flammable methane gas, which can be seen burning through an opening in his chest. Swampfire can shoot fire from his hands like a flamethrower, he's also nearly impervious to physical harm. Projectiles pass harmlessly through him and severed limbs can be reattached. Swampfire also controls the growth of nearby plantlife and can regrow his entire body, when needed.

GOOP

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

ECHO

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

HUMONGOSAUR

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

BRAINSTORM

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

BLUESTREAK

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

BIG CHILL

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

SHARD

A **living crystal**, composed of nearly indestructible silicon compounds. In addition to his invulnerability, Shard can **absorb** any type of electromagnetic radiation, from ultraviolet light to cosmic rays, and rechannel it, emitting it as laser beams, focused gamma rays or even a simple light beam, to illuminate the way.

SPIDERMONKEY

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

ALIEN X

A member of a race so powerful that they have **transcended our plane of existence**. Resembling the outline of a humanoid filled in with stars and galaxies, Alien X's **thoughts become reality**. This form is so powerful that the first time Ben takes it, he accidentally destroys a mountain range. Ben is rightfully fearful that the form is too powerful to control, so he uses it sparingly, and only in the most dire situations.

GWEN TENNYSON

Ben's cousin, fifteen year-old GWENDOLYN TENNYSON has grown out of her tomboy phase and is now what Ben calls "a total girly-girl." Sure, if your definition of girly-girl includes black belt-level martial arts skills. Gwen can break a board but probably won't, "because it gives you calluses." Gwen is warm, open and caring. She's shucked her tomboy pose to reveal her emotional vulnerability but this should never be mistaken for weakness. She considers cousin Ben to be her best friend. She also has strong, unspoken feelings for Kevin Levin, the bad boy of her dreams.

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

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

Gwen's powers draw on "mana" (energy found in nature). This is why she mistook her abilities for witchcraft. She's more powerful in a forest than in a city, for instance. Her powers are somewhat less dependable around

high technology. In fact, many of the Omnitrix's unexplained malfunctions during the old series were unknowingly caused by her nascent powers. She's learning, though.

KEVEN LEVIN

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

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

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

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

DNALIENS

These are the bad guys. The DNAliens are the most dire threat that Ben has ever faced. A deluded group of racial supremacists, the DNAliens believe their DNA to be "pure" and "good," and all of the other alien races in the galaxy to be disgusting perversions, freakish mutants that must be destroyed. The list of races they hate includes every alien race we'll ever see on the show (including the Human Race). Their long term goal is to use human/alien drones ("Hybrids") to build a gigantic Matter Transmission Receiving Station on Earth. When it's done, they will send their armies to Earth to exterminate humanity. Many of the one-off episodes in the series are, unknown to Ben, small parts of the DNAliens larger plot.

Ben is the perfect foil to these diversity-hating villains, as Ben's powers are all about "walking a mile in other people's shoes." Ben enjoys the many strengths that come from the differences between people (okay, aliens but the same principle applies) but Ben also understands that the differences are superficial, inside, we're all the same. In the final episode, Ben will undo the DNAlien threat by first revealing their secret. The DNAliens are dying out from disease, due to their lack of genetic diversity. Ben will defeat and cure them in a single stroke, curing them by combining their DNA with DNA from dozens of "inferior" alien races.

FOREVER KNIGHTS

Human beings who have sworn loyalty to a secret organization that trades in illegal alien technology. Originally formed in the middle ages by King Arthur when his knights found a space alien they believed to be a "dragon," the Knights still serve their primary purpose, guarding their immortal alien prisoner and protecting the world from alien threats.

Over the succeeding generations, the Knights' noble if misguided mandate has changed. Now they seek alien technology to gain personal power. The Forever Knights use medieval-themed super technology, such as primitive-looking armor that enhances their strength and contains weaponry beyond anything invented on Earth. Unaware of the DNAliens ultimate goal, they have formed an alliance with them. Other than the DNAliens, they remain some of Ben's most formidable enemies.

WRITER'S TIPS

BEN 10: HERO GENERATION is structured around "done-in-one" stories, organized into season-long story arcs that have a definite conclusion (SPOILER ALERT! In the last episode, Ben and his team defeat the Alien Invaders and save the world. Don't tell anybody) . We're creating an epic story but in bite-size pieces, so that viewers can fully enjoy any individual episode they happen to see. If there is something we need you to accomplish for the larger arc, we'll let you know at outline stage but generally you don't have to worry about that stuff. Tell your story and don't get hung up on either the big arc or the show's mythology. Likewise, all of the previous incarnation of BEN 10 remains in continuity but for the foreseeable future, we don't intend to do sequels to original series episodes (unless you have a GREAT one). You shouldn't have to have a Ph. D in the original BEN 10 to enjoy the new BEN 10. Your pitches should be looking forward, not back. And if your first act seems like it would make a good episode of OUTER LIMITS but leaves room for some kick ass action sequences, you are definitely on the right track.

KEY ELEMENTS

(Or: stuff I tell the writers until they get sick of hearing it from me)

This is fundamentally the aspirational story of Ben mastering his environment and the changes in his own body. The mysteries, action and relationships are metaphorical for the kinds of challenges our 6-11 year old audience is beginning to grapple with.

This show is about cool weird stuff. It's not a superhero show, it's a weird fantasy show. It's not X-MEN, it's X-FILES by way of SCOOBY DOO. Except the monsters are real.

Character comes first. Plot has to always grow from character relationships. The Ben/Gwen/Kevin relationship is the heart of everything.

Keep it fun. Humor is a key ingredient of life and an even bigger ingredient of this show.

Likewise, the tone of the show is mysterious, but optimistic. Ben isn't "angsty," he's a positive hero who finds a way to win but also finds a way to help (and he has a blast doing it). This show is dessert, not vegetables.

I know we're trying to save the universe here, but episodes should be self-contained and our main cast should have personal connections to the story of the week. The biggest stories are the emotional ones, not the ones with the most spaceships.