

Batman

Real Name: Bruce Wayne

Occupation: businessman

Height: 6' 2"

Weight: 210 lbs.

Abilities:

- **Indomitable Will:** Although he has no superhuman powers, Batman's unstoppable determination and strength of will make him an extremely formidable opponent. This makes him able to function while tolerating massive amounts of physical pain, and also allows him to resist telepathy or mind control. His willpower is strong enough to operate a Green Lantern Ring when necessary.
- **Intimidation:** It is widely known that Batman has the ability to instill fear in others, even the people that know him best are intimidated by him. Even those who aren't afraid of the likes of Superman fear Batman. His ability to inspire great fear made him eligible for induction into the Sinestro Corps, although he was able to fight off the power ring's control.
- **Interrogation:** Batman is adept in interrogation techniques, often using law enforcement methods as well as torture. Several methods seen include hanging a person over the edge of a building by one leg or chaining a person upside down and beating them. He usually just plain uses his frightening appearance to get answers. "Fear is an excellent motivator" he once said.
- **Peak Human Conditioning:** Through intense training, specialized diet, and biofeedback treatments, Batman represents the pinnacle of human physical prowess. His physical attributes exceeded that of any Olympic level athlete that has ever completed. Strength, speed, stamina, agility, reflexes and coordination are at peak human perfection. Batman began his physical and mental conditioning when he was 11 and then intense physical training and weight lifting at age 12. He has mastered full body control by the time he was 18. Bruce Wayne, since the age of 15, has created a strict diet to enable his body to develop and operate at its most proficient, along with biofeedback treatments (using portable/non portable machines to stimulate muscles to contraction). Batman has performed amazing physical feats due to his superior physique. He engaged in an intensive regular regimen of rigorous exercise (including aerobics, weight lifting, gymnastics, and simulated combat) to keep himself in peak condition, and has often defeated opponents whose size, strength, or other powers greatly exceeded his own. He has spent his entire life in pursuit of physical perfection and has attained it through constant intensive training and determination.
- **Peak Human Strength:** Batman regularly bench-presses at least 1000 lbs. during his exercise routine.
- **Peak Human Reflexes:** Bruce's reflexes were honed to such a degree that he has caught one of Green Arrow's arrows in mid-flight when he tried to shoot him. He has also been able to dodge point blank gunfire.
- **Peak Human Speed:** He could run at speeds comparable to the finest competing athletes.
- **Peak Human Endurance:** His endurance was comparable to that of the finest Olympic Decathlon participant. His lung capacity was so great that he could hold his breath underwater for 3 minutes and 15 seconds. He can survive in the airless vacuum of space for exactly 27 seconds.
- **Peak Human Agility:** His agility was greater than that of a Chinese acrobat and an Olympic gold medalist gymnast. His main phase of movement was Parkour which he learned in France and used that to scale the cities rooftops in an acrobatic manner.
- **Acrobatics:** He is proficient in gymnastics and acrobatics.
- **Martial Arts:** Bruce is well trained in multiple martial arts, he is known as the man who has mastered 127 forms of martial arts. His primary form of combat is an idiosyncratic admixture of Tae Kwon Do, Judo, Muay Thai, Dragon Style Kung Fu, Boxing, Jujitsu, Ninjitsu and Capoeira.



- **Weaponry** Through his martial arts training, he has become an expert on all melee weapons. Wayne has displayed exceptional sword fighting capability and proficiency with knives, sticks and various other weapons. He practices during his combat sessions to keep his skills intact, but he prefers unarmed combat.
- **Stealth:** His Ninjutsu training has made him a master at stealth and capable of breaching high security facilities without being detected.
- **Marksmanship:** Wayne is an expert marksman skilled. He is skilled with throwing projectile weapons, archery and firearms. He has been practicing such skills since the early days of his training and is almost on par with the Green Arrow in terms of accuracy.
- **Genius Level Intellect:** Batman is a brilliant, virtually peerless, detective, strategist, scientist, tactician, and commander; he is widely regarded as one of the keenest analytical minds on the planet. Given his lack of superpowers, he often uses cunning and planning to outwit his foes, rather than simply "out-fighting" them. Additionally, he has studied Biology, Technology, Mathematics, Physics, Mythology, Geography, & History. He has gained degrees in Criminal Science, Forensic sciences, Computer Sciences, Chemistry and Engineering by the time he was 21. He gained even more degrees in Biology, Physics, Advanced Chemistry, and Technology by the time he was 25.
- **Investigation:** He is widely considered as the World's Greatest Detective, capable of observation, forensic investigation, and inductive and deductive reasoning of the highest caliber. Human intuition is an unlearnable trait and one of Batman's most effective tools. Given any mystery, he can arrive at the correct conclusions with a fraction of the data.
- **Tactical Analysis:** He commonly utilizes cunning tactics to outwit his foes. He is an excellent leader and at times commands the Justice League and the Outsiders, Batman is known as one of the greatest strategists and tacticians in the dc universe, and once even Aquaman stated the same.
- **Driving:** Bruce is proficient at driving many vehicles like cars, motor bikes, trucks and he is also skillful at driving jets, helicopters and auto boats and small ships.
- **Disguise:** Has mastered the art of disguise by the time he was 23.
- **Business Management:** Bruce Wayne has extensive skills and experience in business management, has thorough understanding of financial marketing and management and is often known as a example of successful industrialist and businessman on par to Lex Luthor.

Equipment

- **Batsuit:** The costume Batman wears is composed of reinforced Kevlar and a little percentage of titanium; it's bullet-proof and resistant to various types of attack (explosions, impacts, falls, etc...). It's also flame-retarding and insulating. The gloves and the boots are reinforced to rebound the impact of punches and kicks. The gloves have also some metallic blades on their sides. The cape is designed to provide the wearer with controlled gliding functionality with the ability to change directions and heights while in mid-air. The mask has a little percentage of lead, which shields the face of Batman from x-ray powers or x-ray technology, and incorporates an infrared and night visor, auditory sensors and a sonar. The mask is accessorized with some security systems (aggravating gas, electric blasts, etc.), like the utility belt, and integrates a transmitter receiver device de voice and video.
- **Utility Belt:** Batman keeps most of his personal field equipment in a signature piece of apparel, a yellow utility belt. The utility belt has a button to call the car in a few appearances on Justice League, and a command for teleportation. Over the years it has contained items such as plastic explosives, nerve toxins, batarangs, smoke bombs, a fingerprint kit, a cutting tool, a grappling hook gun, torches, a "re-breather" breathing device, and lock picks. Superman had entrusted Batman with a ring made of kryptonite, to be used should the Man of Steel ever need to be reined in (due to being mind-controlled by a villain, etc.). The Kryptonite Ring is contained in a lead pocket, in order to shield Batman from its radiations. The belt has also its own automatic security systems.

Transportation

- [Batboat](#)
- [Batcycle](#)
- [Batmobile](#)
- [Batplane](#)

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Iron Man

Real Name: Anthony Edward "Tony" Stark

Occupation: Adventurer, president emeritus of Stark Industries, founder of Maria Stark Foundation; formerly director of S.H.I.E.L.D., CEO of Stark Industries, Stark Solutions, Stark Enterprises, Circuits Maximus & Stark International, US Secretary of Defense, computer technician

Height: 6'11"

Weight: 225 lbs.; 425 lbs. in armor

Education: Ph.D.s in physics and electrical engineering

Powers:

Thanks to the Repulsor Tech node implanted in his chest, which is linked to his brain, Tony is able to interact with different types of energies and forces a normal human cannot. The R.T. node acts like a new sense for its user. The reactor's excessive generation of energy provides Stark with an increased amount of intelligence and gave him superhuman-level multitasking and learning capabilities.

Iron Man Armor

Iron Man's primary powers mostly come from his armored suit.

Support Powers

- **Superhuman Strength:** He is capable of lifting up to 100 tons when wearing his armor and can achieve higher levels of strength when powered by a sufficiently more powerful source.
- **Superhuman Speed:** Even when not traveling for extended distances, the armor enables the wearer to move and react at very high speeds.
- **Flight:** The armor can typically reach speeds in excess of Mach 10, however Iron Man has been recently depicted as able to reach orbital escape velocities (5 miles per second) and up to speeds that can outrun black holes. Use of the jet boots provide enough power to lift a load of about 500 tons.
- **Power Cells:** Most of his armors are powered by a combination of solar converters, electrical batteries and an on-board generator that uses beta particle absorption as a fuel source. Current models after Iron Man Armor Model 38 use a Repulsor Tech generator located in Stark's chest to be powered.
- **Energy Conversion Power Recharge:** The armor is also able to absorb and convert nearby or far away energy sources, such as heat, solar, electrical, magnetic, geo-thermal or kinetic energy or energy from the planet itself into electricity, or even drain energy directly into the batteries for recharge.
- **Self-Contained Life-Support System & Environmental Protection:** The armor can be completely sealed for operations in vacuum or underwater, providing its own life support, and is shielded against radiation, biological, chemical, corrosive, kinetic, and electrical attacks as well.
- **Magnetism:** The armor can generate magnetic fields to pull or push metal objects at will.
- **Anti-Magnetism:** The armor Tony has to negate the effects of magnetism on it. Tony skill is used often to be immune to the powers of Magneto. This skill can be triggered when the armor picks next wave magnetism.
- **Onboard Computer:** The armor has an internal onboard computer operating system that aids Stark in providing strategies, background information on opponents, surroundings, the status of the suit, and prevents a lock on from targeting systems.
- **Sensor Array:** Known sensors include radar/lidar, night vision, and physiological/medical scanners that allow Stark to take and monitor the vitals of other people, including heart and brain scans. These scans also provide Stark with real-time personal physiological data. They are also capable of an all-environmental scan for atmospheric content or life forms-- including astral energy projections.
- **Override:** When required, armor systems including strength amplification, durability amplification, and repulsor intensity can be greatly increased, by bypassing safety circuits and limiters. However, there is a chance that this can result in a complete system failure of the armor. An example of this mode is when Iron Man easily lifted a 16,000 ton Nuclear Reactor, and flew into the sky and threw it into the sea. It seems that he utilized this resource on the Hulk once, as the armor ends up completely inert. The range of the Override can be controlled as only reaching his very limit and staying at it for a long time will cause a system failure. This range goes from a safe 800% to 3200%, up to a very dangerous 5000%.



Defensive Powers

- **Enhanced Durability:** His armor is very durable, capable of withstanding tremendous amounts of punishment. It can withstand high caliber bullets with ease. He can also withstand rockets, missiles, torpedoes, high powered lasers, and such, taking little to no damage. Future armors were fully resistant against electricity, fire, heavy impacts, energy blasts, take zero Kelvin and up to the Sun's temperatures, even some of Thor's attacks. The suit can withstand almost unlimited kinetic and thermal impact, as well as most forms of radiation thanks to its refractory coating. The armor can survive anything short of a nuclear explosion at ground zero. The suit automatically protects its wearer when he enters an intrinsically hostile environment, such as outer space or deep sea. The armor even has specialized circuitry that guards against telepathic attacks. Tony is very confident in his suit's defensive abilities, when he was caught in a nuclear explosion, he was only thinking about women and completely forgot about what was happening around him.
- **Energy Shield:** Energy shielding that can protect the user from harm. It is also capable of reflecting attacks and staying mobile. At 2% power, the shield is strong enough to withstand a nuclear explosion.

Offensive Powers

- **Repulsor Rays:** The armor's primary energy weapon. A particle beam weapon, standard equipment in the palm gauntlets; can repel physical and energy-based attacks, traveling as a single stream or as a wide-field dispersal. It's damage potential is extremely lethal, from being able to go through 2 inches of steel like paper to blasting a hole through a mountain. They can be powered up to make a larger beam or a Full Form repulsor Ray, which does 360 degrees of attacks. The power of the repulsor Beams can range from the basic ones such as the one from the Mark 3, which fires 2 gigawatt beams, to the beams on a much further model of the suit such as the Model 27 which fires beams in the high petawatt region, but those require a little assistance from outside. The latest model of repulsor technology is that of Mark IVa, used for the first time in the Iron Man Armor Model 42, featuring a red color.
- **Unibeam:** A powerful searchlight, capable of projecting beams in virtually every light spectrum. Also used as a powerful weapon that can destroy anything in its path. It fires a boosted form of the Monobeam with some energy backing it up.
- **Smart Missiles:** The Smart Missile is one that can target the weak points of a structure, object, or foe to inflict maximum damage with a minimal payload.
- **Hyper-velocity Impact:** The program Hyper-velocity allows Tony to think and move at a much faster time frame than everyone else, allowing for quicker attacks. Also, it could create an electrical bubble if Tony is going fast enough.

Abilities

Super-Genius class Intelligence: Quite apart from the powers granted him by the suit, Tony Stark is far more than a mechanical engineering prodigy who graduated from the Massachusetts Institute of Technology with honors at the age of 17.

With an intelligence classed as super-genius, he easily is one of the smartest people on Earth. Furthermore, this extends to his remarkable ingenuity dealing with difficult situations such as difficult foes and deathtraps where he is capable of using his available tools, like his suit, in unorthodox and effective ways, as an example: when he built the first Iron Man Armor in captivity. He has also been able to hack even technology from the aliens Kree, a race centuries more advanced than humans.

More recently, Stark's intelligence grew to super-human levels with more energy being emanated to his brain thanks to the R.T. node in his chest, levels which even left Mr. Fantastic amazed.

Expert Engineer: He is an excellent engineer and mechanic capable of fixing almost, if not all, any machinery.

Expert Tactician: He is a brilliant tactician capable of quickly formulating battle strategies and new plans if the situation changes, like being able to elaborate different complex plans in order to defeat different enemies in difficult situations, and be victorious. Even going as far as to simultaneously put Reed Richards in check on five different boards playing chess, a game he didn't learn until later in his life, leaving Richards totally astonished.

Skilled Combatant: Stark was trained in unarmed combat by Captain America, Black Widow, Black Panther and Shang-Chi and has become quite physically formidable on his own when the situation demands it. He has managed to fight trained Hammer Industries guards, defeat five trained Skrull soldiers in single-handed combat and numerous Voldi gladiators.

Indomitable Will: As evidenced by his two serious bouts with alcoholism and subsequent recovery, Stark is possessed of tremendous strength of will, never giving up and often emerging from defeat even stronger. It is arguable that the true "Iron Man" is not the armor, but Stark himself.

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