

WHO WOULD WIN IN A FIGHT: SPIDER-MAN OR WOLVERINE?

Spider-Man

Real Name: Peter Parker

Occupation: Scientist and inventor; former freelance photographer, assistant high school coach, science teacher

Height: 5 ft. 10 in.

Weight: 165 lbs.

Powers: Peter can cling to most surfaces, has superhuman strength (able to lift 10 tons optimally) and is roughly 15 times more agile than a regular human. The combination of his acrobatic leaps and web-slinging enables him to travel rapidly from place to place.

Spider-Man possesses an extrasensory “danger” or “spider” sense which warns him of potential immediate danger by tingling sensation in the back of his skull. The precise nature of this sense is unknown. It appears to be a simultaneous clairvoyant response to a wide variety of phenomena (everything from falling safes to speeding bullets to thrown punches), which has given several hundredths of a second’s warning, which is sufficient time for his reflexes to allow him to avoid injury. The sense also can create a general response on the order of several minutes: he cannot discern the nature of the threat by the sensation. He can, however, discern the severity of the danger by the strength of his response to it. Spider-Man’s fighting style incorporates the advantage that his “spidey-sense” provides him.

His “spider-sense” provides an early warning detection system linked with his superhuman kinesthetics, enabling him the ability to evade most any injury, provided he doesn’t cognitively override the autonomic reflexes.

Abilities: Peter is an accomplished scientist, inventor and photographer.

Weapons: None.

Paraphilia: Spider-Man designed and constructed several devices that he traditionally carries as part of his full costume. This includes twin artificial web-shooters worn at the wrists, spare web cartridges attached to his belt, spider-tracer devices attuned to his spider-sense, the spider-signal light, and a compact camera. He has reconstructed his web shooters out of a high density plastic to avoid metal detectors, and has added modifications to detect low web-fluid levels, and propel spider-tracers. For a time while allied with Iron Man, Spider-Man wore a costume that was equipped with filters in the mouth area to keep out toxins and allow him to breathe underwater, audio amplification, visual amplification (including vision in the infrared and ultraviolet wavelengths), a short-range GPS microwave communication system (with a built-in fire, police, and emergency scanner), and retractable webbing under his arms that allow short bursts of gliding. The costume was made of a material that could serve as a bulletproof jacket against small caliber bullets. For the first upgrade to the costume, Stark added three mechanical waldo arms, which can grab and move objects as well housing cameras which transmit images back to the costume’s eyepiece. The waldos can also be used offensively in combat. The costume is now built out of a liquid metal nanofiber material allowing it to quickly change in appearance upon mental command into anything from Spider-Man’s civilian clothes to his former costumes, as well as providing camouflage by blending with the surrounding colors.



source: [http://marvel.com/universe/Spider-Man \(Peter Parker\)](http://marvel.com/universe/Spider-Man_(Peter_Parker))

Wolverine

Real Name: James Howlett

Occupation: Adventurer, instructor, former bartender, bouncer, spy, government operative, mercenary, soldier, sailor, miner

Height: 5 ft. 3 in.

Weight: (without Adamantium skeleton) 195 lbs; (with Adamantium skeleton) 300lbs

Powers: Wolverine is a mutant who possesses the ability to regenerate damaged or destroyed areas of his cellular structure at a rate far greater than that of an ordinary human. The speed at which this healing factor works varies in direct proportion with the severity of the damage Wolverine suffers. For example, he can fully recover from an ordinary gunshot wound in a non-vital area of his body within minutes, but it took him almost two months to fully recover from injuries sustained in a duel with Lord Shingen, which included one from a sword that went all the way through his trunk.



Wolverine's natural healing also affords him virtual immunity to poisons and most drugs, as well as an enhanced resistance to diseases. For example, it is nearly impossible for him to become intoxicated from drinking alcohol. He also has a limited immunity to the fatigue poisons generated by bodily activity, and hence he has greater endurance than an ordinary human. His agility and reflexes are similarly enhanced.

In addition, Wolverine's healing factor provides him with an extended lifespan by slowing the effects of the aging process. Although over a century old, Wolverine is as healthy and physically fit as a man in his prime.

Wolverine also possesses superhumanly acute senses, making him capable of seeing things at a maximum distance greater than a normal human's. His hearing is enhanced in a similar manner, and he is able to recognize people and objects by scent, even if that person or object is hidden. Wolverine can use these enhanced senses to track any creature with an impressive degree of success.

Wolverine's skeleton includes six retractable one-foot long bone claws, three in each arm, that are housed beneath the skin and muscle of his forearms. Wolverine can, at will, release these slightly curved claws through his skin beneath the knuckles on each hand. The skin between the knuckles tears and bleeds, but the blood loss is quickly halted by his healing factor. Wolverine can unsheathe any number of his claws at once, although he must keep his wrists straight at the moment his claws shoot from his forearms into his hands. When unsheathed, the claws are fully within his hands, and thus Wolverine can still bend his wrists. The claws are naturally sharp and tougher than that of normal human bone structure, allowing Wolverine to cut through most types of flesh and natural materials.

Despite the extent of his healing factor, Wolverine is not immortal. If the injuries are extensive enough, especially if they result in the loss of vital organs, large amounts of blood, and/or loss of physical form, such as having flesh burned away by fire or acid, Wolverine can die.

Abilities: Due to his extensive training as a soldier, a C.I.A. operative, a samurai, a spy, and a member of the X-Men, Wolverine is an exceptional hand-to-hand combatant, having mastered virtually every fighting style on Earth. He is also a trained expert in multiple types of weapons, vehicles, computer systems, explosives, and assassination techniques. Wolverine is fluent in many languages, including Japanese, Russian, Chinese, Cheyenne, Lakota, and Spanish; he has some knowledge of French, Thai, and Vietnamese.

Weapons: Wolverine's entire skeletal structure, including his claws, has been artificially bonded to the nearly indestructible metal Adamantium. As a result, Wolverine's bones are virtually unbreakable, and his claws are capable of cutting through almost any substance depending on its thickness and the amount of force he can exert. Due to his healing factor, the presence of Adamantium in his body does not interfere with his bones' normal function of generating blood corpuscles. The reinforcement of his skeleton enables Wolverine to withstand high levels of physical pressure, giving his muscles sufficient force to briefly lift/press several hundred pounds. Throughout his life, Wolverine has used a variety of bladed weapons, most frequently daggers and, at times, swords. He has also wielded many different types of firearms throughout his careers as a soldier, a mercenary, and a spy.

source: [http://marvel.com/universe/Wolverine_\(James_Howlett\)](http://marvel.com/universe/Wolverine_(James_Howlett))