

# BATMAN VS SUPERMAN

Having the ability to adapt and develop in order to remain culturally significant, is crucial to any superhero character. Superheroes have to remain up-to-date, in order to appeal to new and younger audiences. We take a look at two iconic heroes to see how they have adapted over the years, and who'd come out on top in a superhero battle.

🕒 FIRST INTRODUCED ⚡ GADGET 🧠 ABILITY

## BATMAN

🏠 Bruce Wayne 📏 6' 2" ⚖️ 95 kg (210 lbs) 📍 Gotham City

The vigilante billionaire business man of Gotham City is most famous for using his intellect, fighting skills and a wealth of technology to give him the upper hand.



⚡ **BAT SIGNAL**  
🕒 *Detective Comics #60 (1942)*

The Bat-Signal is a distress call used by Gotham City Police to summon Batman, appearing as a bat emblem light, which is projected on to buildings or in the sky.



⚡ **THE BATARANG**  
🕒 *Detective Comics #31 (1939)*

Special throwing stars in the shape of a bat. They've come in several variations, as well as different weights and sizes, for knocking out enemies, and slicing through objects.



⚡ **GRAPPLE GUN**  
🕒 *Batman Begins (2005)*

Designed by Lucius Fox, the magnetic, gas-powered Grapple Gun is designed to hold more than 350 pounds and is holstered on the back of the utility belt on his Nomex survival suit.



⚡ **THE BATSUIT**  
🕒 *Detective Comics #27 (1939)*

Worn to conceal his identity and to frighten his enemies, Batman's iconic outfit often incorporates body armour, night-vision and other aids, as well as his iconic bat-symbol.



⚡ **THE UTILITY BELT**  
🕒 *Detective Comics #27 (1939)*

Although the exact contents always vary, it is an invaluable tool for storing tactical gadgets and tools. It often features in-built defence mechanisms to protect it from tampering.



## SUPERMAN

🏠 Clark Kent 📏 6' 3" ⚖️ 107 kg (235 lbs) 📍 Metropolis

The last son of Krypton is a demi-god powerhouse. Harnessing the power of the sun, Kent has unworlly strength, the ability to fly as well as near invulnerability.



⚡ **SUPER FLARE**  
🕒 *Superman #38 (2015)*

This enables Superman to expel all the solar energy in his cells in one explosive blast, however – this renders him powerless for the next 24 hours until his cells have recharged.



⚡ **X-RAY VISION**  
🕒 *(1950)*

Possessing the ability to see through solid objects or perceiving them as a partially transparent X-ray.



⚡ **SUPER-HYPNOSIS**  
🕒 *Action Comics #38, (1941)*

A mind-based power, where Superman can mesmerise his victims into a trance-like state; incapable of having any control over themselves or their actions.



⚡ **SELF-DUPLICATION**  
🕒 *Adventures Of Superman (1958)*

The ability to clone himself and create two or more exact copies to gain the upper hand in conflict. When split, each version's own physical power decreases accordingly.



⚡ **HEAT VISION**  
🕒 *Action Comics #158 (1951)*

Superman is able to release massive amounts of solar energy, stored within his body through his eyes, in concentrated beams of heat.



ABILITIES

STRENGTH

INTELLECT

RESOURCES



### COMPARATIVE OVERVIEW

Batman may have the brains and the gadgets, but Superman has the Krypton powers that, in our opinion, will give him the edge in any battle with the Caped Crusader. Who do you think will win?



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