

Table Content

NAME FIRST APPEARANCE ABILITIES

| | | |
|--------------|--|---|
| Joker | Batman #1 (April 1940) | Criminal mastermind, expert chemist, utilizes weaponized props and toxins |
| Ra's al Ghul | Batman #232 (June 1971) | Genius-level intellect, peak physical conditioning, superior strength and stamina, master martial artist and hand-to-hand combatant for centuries |
| Two face | Detective Comics #66 (August 1942) | Schizoid criminal mastermind obsessed with duality, extensive knowledge in law, experienced hand-to-hand combatant and detective |
| Bane | Batman: Vengeance of Bane 1 (January 1993) | Brilliant military strategist, trained mercenary, peak human physical conditioning, venom enhanced strength and durability |
| Black Mask | Batman #386 (August 1985) | Brilliant tactician and strategist, crime boss with powerful underworld connections, skilled marksman, advanced stamina and endurance |