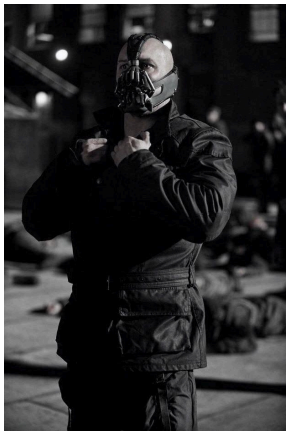
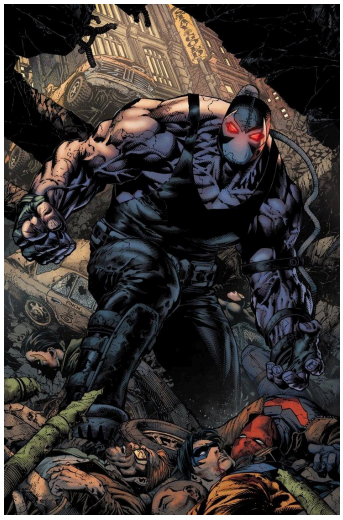
BANE DOC

Series: DC comics

Created by: Banes manifold

Intelligence terms from





Red: FSIQ & FSEQ

Cornflower Blue: Strategy + Planning

Green: Reasoning + Thinking

Purple: Deception + Manipulation

Black: The Story

Light Green: FSSQ

Orange: Foresight (Prediction and/or Anticipation)

Pink: Crystallized/Fluid/ = General Intelligence + Academic Intelligence, Knowledge, and Multi-Tasking

Gray: Elaboration

Dark Blue: Info-Gathering/Control, Perception, Seeing Through People, Trap Evasion, Setting Traps, Decision-Making, Influence, Intuition, Problem-Solving, Creativity, Observation, Cold Reading, Hot Reading, and Connecting the dots.

What the Wiki has to say: The wiki defines Bane as a polymath, they say he's exceptionally knowledgeable in various subjects including Mathematics, various Sciences, History, Geography, Medicine, and most likely more, to a level that would have given him degrees in these fields. The big part I want to focus on though is how they talk about his photographic memory. They explain that his photographic memory is so powerful to the point where he has total recall. This allows him to remember everything he has ever done/learned. He will never be able to forget it.
(Crystallized Intelligence, Knowledge, Memory, VSI, WMI, FRI)

Batman: Vengeance of bane #1: This comic introduces bane and his backstory, not even at the age of a six, bane is able to quickly adapt to the prison. He learns everything about the prison that needs to be known. He knows how to navigate it and knows every secret within the prison. (Adaptability, Knowledge, Information Gathering,)

When he fell from the top of a prison and came back after 31 days, he decided to pay the man who pushed a visit. He knew already that the man would be too afraid to fight and too afraid to even comprehend what happened. Which is why he only goes there with a knife and no dedicated strategy. He knew it would be a quick and easy kill.
(EQU, Logical, Abductive Reasoning)

When thrown into the prison underneath, Bane quickly adapted to his surroundings. He understood how he would eat and how he would defend himself as the water came in and out. He would wait patiently for 10 years until he was thrown out. This is mainly impressive due to repetition. As repetition like this usually leads to bad side effects. Bane has suffered none however and is perfectly fine.
(Adaptability, EQM)

When someone teaches him how to read, he reads at bare minimum 1 thousand books. Even though you can argue more due to him reading 3 books every day he's in jail. Sadly the amount of years passed we don't know. Including 100s of books on every subject matter.
(Knowledge, VCI)

Bane has some extremely intense training. His training caused him to get absolutely 0 sleep, its constant training along with only 4 hours of meditation. Even with this he manages to stay completely sane. This is insane.
(EQM, EQE)

He uses other people's emotions to his advantage. When he's in a fight in the prison, he uses their greed and brutality to gain the upper hand on them. Knowing how they are gonna attack and how they will fall.
(Prediction, EQU, Emotional Manipulation)

Bane's Plan in the prison: He starts by acting dead, which is capable of fooling everyone. He does this by forcing his body to turn his vital signs to 0. When his body is dumped into the water he quickly kills every shark. When he gets back up he decides to use intimidation to his success. He goes into the boss's bed and steals the boss so that he can quickly get everyone out of the prison. They all get on a plane and throw him out when they are done. Quick and simple plan but very effective.
(Acting Skills, Concealment, Insanity Inducement, Short-Term Planning, Leadership, Direct/Emotional Manipulation, EQM)

When he visits Batman while Batman is fighting, he gets down his fighting style insanely quickly. He understands that Batman is someone who will never kill, only beat.
(Deductive Reasoning/InductiveReasoning, Cold Reading)

Before banes plan: This is something that isn't blatantly said however we can understand through context clues. When bane sends everyone out of Gotham he doesn't just send them out. He puts them accordingly. Making the challenges harder and harder overtime. As before Bane makes up his plan, he understands EVERYTHING about EVERY Batman rogue. How they think, how they act, how much of a threat they are and how likely they would be to beat Batman. We also know this through what he does to the rogues if he views them as too much or too little for Batman. For riddler as an example, he buffs him through venom as he didn't view riddler as a threat but someone like Scarecrow and Joker he kept because of how much of a threat they can pose to Batman. This is a very fast process too. As right after he got out of prison and right after he analyzed Batman, he made up his plan and put it into action. Most of these villains don't even have similarities or don't go well together however somehow bane is able to make it all work. This is just before his plan btw, I haven't even mentioned how he puts them and how he decides to take this. This is also something I forgot to mention, however everything he does after this and through out is because of his soul dedication to get rid of fear and to make sure his worse nightmare is defeated.
(EQE, EQU, Social Skills, Leadership, CPI, Knowledge, Cold Reading, Information Gathering, Information Control, Psychoanalysis, Analytical Thinking, Holistic Thinking, Associative Thinking, Faster Thinking, Formulation Speed, Strategy Complexity, Planning Intricacies)

Parts of Knightfall's plan:
We see that he's able to view the process of depleting between Batman while nobody else is able to. He can tell when he's slower and he can tell how much pain he is in.
(EQP, Memory, Cold Reading, Visual Perception, Observation, Convergent Thinking, Deductive Reasoning)

He's able to quickly understand one of Riddler's riddles(in context it should be around 10 minutes). While Batman is still trying to solve it, Bane is perfectly able to locate him and quickly get him amped up on venom before Batman is there. He uses the Riddler's riddle to his advantage as well, as when Batman gets there he doesn't have to just fight Riddler however also disable the bomb.
(VCI, CPI, Setting Traps, Tactics)

This part isn't really necessary and should be shown, however throughout this plan, he constantly adapts it. When Batman isn't down, he adapts it to a bigger threat. I probably already explained this however Idrc.
(Planning Versatility, Strategy Adaptability, Planning Improvisation)

When trying to get Joker out of prison he starts by using a bird, he uses the bird as a visualization point so that he can shoot the balloon but also a chain in the back so something falls and breaks open Joker's cell. Bane is not fully sure where his cell is so he tries to make it as perfect as possible and ends up succeeding. He also makes sure to visualize the entire cell inside as people are trying to stop joker. So he makes sure to fire a rocket launcher and makes sure it doesn't hit the joker.
(VSI, Creative Thinking)

He's able to tell Batman's mental state through movements. He can make blatant differences between his mental fortitude and his physical capabilities. While Batman is extremely weak, he is still mentally strong.
(EQU, EQP, Cold Reading, Observation, Perception)

When Tim Drake goes after Bane they end up on top of a train. Bane doesn't look behind him because he knows that Tim would just run away if he knew that bane knew. So instead he jumps up and holds onto the bridge as the train goes under one. He does this so quickly that Robin thought Bane accidentally fell off the train. When the train has traveled enough, Bane jumps down and knocks out Tim Drake quickly.
(CPI, Faster-Thinking, Abductive Reasoning, Observation, Fluid Intelligence, Non-verbal Deception, Short-term planning, Setting traps)

Bane quickly deduces Batman's identity as Batman. He does this through using his body mass and height. As he says himself "he can't hide by just taking off a mask"
(Deductive Reasoning)

Bane is quickly able to see that Batman is faking being in a trans. Which shows to be correct. Showing he knows how Poison Ivy's gas works and how people will be affected by it.
(EQP, Deductive Reasoning, Psychology, Perception, Information Gathering)

We see how much Bane has hurt Batman. He's tortured him so much to the point where Batman is ready to kill the Joker. Luckily Scarecrow causes Batman to now do it but this shows how badly Bane's plan has truly effected Batman.
(Emotional Manipulation, Psychological Manipulation, Indirect Manipulation, Insanity Inducement)

What was Banes plan overall?: here's a full summary of banes plan and why it's so impressive. So his motivation for this entire thing is to just prove that fear is nothing to him. So he can fully conquer it. Which even has Batman terrified of his motivation. But he goes from terrified to pissed off. Anyways that's off topic, this plan is full of improvisations and adaptations. Every single time Batman passes one part, bane just adds another. He has enough resources to do so. We also know the very first people were to just test Batman's capabilities and to see how long he could last. We also know that Bane doesn't just want him physically destroyed but mentally as well, so it will be easier to make him submit and so that he can break him. Understanding which villains are harder than others and making sure to amp the villains that aren't hard enough. Everything from "before plans" is attached to this entire plan. When Batman is degraded enough, he appears at his manor. Just to visit him, with the breaking of the bat. A moment so iconic that dc continues referencing it today as "the plan that defeated Batman."

Categories that weren't added before: (Social Awareness, Charisma, Influence, Strategy Efficiency, Planning Coverage, Planning Aim, long term planning, Strategy Efficiency, Strategy Effectiveness, Strategy Success Rate Psychological Warfare, Mind Reading)

Stuff needed to beat the Knightfall plan: INSANE mental fortitude, INSANE EQM, INSANE physical capabilities, pretty good trap evasion, pretty good VCI.

Here are some smaller feats before I go into bigger comic runs

after quickly analyzing the rules, he’s capable of matching and even beating a man who has been playing chess since it came out.
(Adaptability, CPI, Faster thinking, Analytical Thinking)

With only one glance he’s capable of telling who has been in the military and who hasn’t.
(Intuition, Abductive Reasoning)
So that Batman and Bane could share information, they start talking in 2 different languages so that no one could tell what they are talking about.
(VCI, I forgot what deception)

In Batman: the dark knight volume 2 we see that bane has made a serum. A even stronger version of venom that not only makes you stronger but also smarter. It even allows you to keep track of the flash and the serum is so strong it can hurt Superman. Batman claims this serum to be the most complex thing he has ever studied. It’s capable of making you completely fearless. Bane also makes sure that it’s made out of something only poison ivy possesses so that Batman thinks poison ivy is the one that actually did it.
(FRI, Non Verbal Deception, Practical Deception, Misdirection)

We are introduced to a character named Bad Bunny, she is sent by bane to me essentially a goal post for Batman. Shes meant to lead Batman from place to place yet every place she leads him to ends up destroying him more and more physically and psychologically.
(Setting Traps, Tactics, Operational Planning, Planning Aim, Indirect manipulation)

He uses one of the court of owls' members as a trap for Talon. So when Talon tries to attack him, bane just quickly beats him down. He knows Talon has a hatred for this man so that’s why he uses him instead of someone else.
(Emotional Inducement, Psychoanalysis, Setting Traps, Emotional Manipulation, Direct Manipulation,)

Forever Evil: Arkham War

He uses the idea of Batman to strike fear into villains. He is aware of Batman's influence in Gotham. So to make his job easier and to pursue penguins goal so he gets what he wants, he builds his armor in a way that is resemblant to a beefier Batman. Which ends up working, it fools someone even as smart as killer croc.
(Emotional Understanding, Abusing Insecurities,

Now it's time for One bad day:BANE.
Bane doesn't know how to get to the venom, so he allows himself to be beaten up and captured by numerous people who he predicts are the people who know where the venom is. He does this so he can make sure they take him there.
(Predictions, Anticipation)

He starts fighting Dr Porter and realizes he can't defeat him in such a weakened state. So he allows him to beat him and get him into a position where he thinks he broke banes back but he's just acting, before this he starts persuading and manipulating a man who is tied up. He does this so that he doesn't accept the venom and Dr Porter would attack him. Then he gets out of his fake broken state and breaks Dr Porter's back. Which he gets the chance to combine venom together and burn the entirety of the place down, getting rid of venom.
(Direct Manipulation, Persuasion, Acting Skills, Cunningness, Divergent Thinking, Abductive Reasoning, Short-Term planning, Operational Planning)

This is the end of the feats…..FOR COMICS THAT IS. I decided to add some feats from other media. Mainly the video game however I will add some from the movie.

When bane is walking into an elevator he spots Batman nigh instantly, knowing that he is on top of him. He quickly pulls him down. It takes him around 1 second to realize this
(CPI, Abductive Reasoning)

In banes Lair we are able to see multiple tv screens that bane can look at all of them at once. I can count 12-14 screens. This isn't to impressive but the next part is. Through just vocal cords alone, he's capable of perfectly finding out what Batman's true identity is.
(CPI, Deductive reasoning, Auditory Perception)

BANE DARK KNIGHT RISES:

The plane plan: Bane starts by purposely getting himself captured. He shows that he keeps himself completely calm to give everyone the illusion that he's been caught. But shows he can break through the handcuffs easily after his team hits the plane. He takes down the entire plane except for one dude inside. He wants to gain information from him, he tells him "now's not the time for fear, that comes later" to make him scared. As he is gonna try to use him as an information source later.
(EQM, Long Term Planning, Setting Traps, Acting Skills, Information Gathering)

Just by looking at his henchmen taking one of the commissioners in, he gets a full understanding of what happened. He's also capable of telling their emotions just from how they brought him here. He's also able to tell how many people died during the incident.
(EQP, EQU, Cold Reading, Inductive Reasoning)

He instantly installs fear into a higher up(forgot his name shut up), he puts his hand on the man's shoulder in such a way to intimidate him and tell the man "do you feel in charge?" Asserting his dominance real quickly. This ends up shutting him up.
(Direct Manipulation, Influence)

Bane does extremely quick math, he understands that a bomb is 4 megatons worth of energy. Easily enough to destroy Gotham. The man says that the core will decay in a matter of months which bane quickly answers "5 actually" proving his brilliance at nuclear physiology.
(CPI, Knowledge)

Banes overall goal/plan: banes plan through out the entire film is extremely simple. His overall end goal is to make sure Gotham falls to the ground, which he ends up doing everything to make sure the plan succeeds. He cracks a man's neck in front of everyone, the man who is the only one able to disarm the bomb. He uses this to strike fear into everyone in the stadium, making them feel like they are fully doomed. He quickly drives away and heads to a different spot. In this spot everyone is recording him, so he knows everyone is watching him. He gives a speech that quickly makes the inmates go wild, using very key words like "justice" and "corrupt" and "false idol" to make sure he can get his point across and persuade people into taking down Gotham. He then makes sure to use a note that was given to him earlier by the henchmen. Knowing it would come to use in this speech. When he reads it fully it just makes everyone more influenced, mainly criminals. After everyone is removed from prison, they start going on riots because of Bane's speech. Not knowing that he is using them just to tear down Gotham.
(EQE, EQU, Mass Scale Deception, Strategic Deception, Verbal Deception, Practical Deception, Mass Manipulation, Direct Manipulation, Logical Manipulation, Planning Aim, Strategy Execution, Planning Accuracy, Planning Coverage)

Thank you all for reading