EDITORIAL

Here's your copy of Fandom Presents. The delay is due to the breakdown of our dear ditto machine and the tremendous amount of time needed to put together such a zine. To the best of our abilities, we tried to include in this index every hero of amateur comicdom from its start to the date of September 1954.

If, by some slim chance we neglected to include a hero of yours or another's hero, tell us and we'll try to enter it in a future supplement of FP (if there is a future edition). It seems only natural that we could miss a hero. Our sympathies are expressed to the fans whose heroes slipped by us.

In a few cases fans submitted their own heroes mastered by stencils. A handful of these were not printed because of their lack of quality.

Putting together this issue was not an easy task by any means. We would like to express our thanks to Rom Foes, Bill White, Ken Tesar, Grass Green, Steve Porrin, John Chambers, Sherman and Wayne Howard, Dave Herring, Howard Kellner, Drury Moroz, Larry Herndon, Margaret Cerrignani, Jeff Gelb and any other person who helped to make this zine a success. To those fans who have "submitted" to us at least two heroes consequently received a free copy of Fandom Presents.

This is actually the first time that fans (both big and small) have come together combining efforts in publishing a zine. More activities similar to Fandom Presents should be undertaken by the fans to give all comic-lovers an equal opportunity to associate in fan activities.

AS A SURPRISE BONUS we have enclosed in with this copy of Fandom Presents a free copy of THE VOICE OF COMICDOM which should introduce you to comicdom's first newspaper. I hope you stick with VCC by supporting it's future issues.

I hope you enjoy Fandom Presents, we enjoyed publishing it.

Sincerely,
Nudi Wranke
Bill Dubay
Mary Arbunich
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**The Eclipse**

**SECRET IDENTITY:** Craig Pierce, Serology Dr.

**POWERS:** Negative-matter (ability to pass thru solid objects, as well as to effect invisibility). Weapon - laser beam gun, which emits opaque black light.

**ORIGINATED BY:** Drury Moroz, writer.

**ORIGIN:** Criminal-set explosion in lab caused 'chronic phototaxis' (light sensitivity/blindness). After effects resultant in night-vision, able to see in darkness.

**APPEARANCE:** Alter Ego #5, origin.

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**Viper**

**SECRET IDENTITY:** Nadeen Hendrix, Snake-Charmer

**POWERS:** None, other than expert with whip.

**ORIGINATED BY:** Ronn Foss

**ORIGIN:** Attempt on mother's life in circus initiated use of costume, intended for feature act.

**APPEARANCE:** Origin in komix illus. #5, also in #11 - written by M. Martin.
THE COWL

SECRET IDENTITY: Detective Lt. Sim Spade

POWERS: None; simply normal.

ORIGINATED BY: Mike Vosburg, who wrote both scripts.

ORIGIN: In self defense, Spade thinks he kills friend—becomes fugitive, assumes guise of Cowl to continue combating crime.

APPEARANCE: Origin in Masquerader #1, also in #6, ends with Spade giving up Cowl role.

Belle Starr

SECRET IDENTITY: None

POWERS: Confidential

ORIGINATED BY: Rom Foss

ORIGIN: Forthcoming

APPEARANCE: Prospective in Fantasy Heroes Hangout
DIMENSION MAN

SECRET IDENTITY: Bob Black, Undercover Police Agent
POWERS: Ability to teleport via dimensional warp, or fly; otherwise normal.
ORIGINATED BY: Parley Holman
ORIGIN: Accidental exposure to dimensional warp-rays intended for criminal use.
APPEARANCE: Origin in Spotlight #1, series continued in #2 and 3. Each segment was a story in itself, yet all comprised a complete, 20-page adventure. Each separate episode scripted by a different writer, all illed by Foss.

THE BLADE

SECRET IDENTITY: Brad Keen, Circus Knife Thrower
POWERS: None, other than Master of Blades
ORIGINATED BY: Ronn Foss
ORIGIN: After side-show act, pursued criminals in costume & mask and captured them with aid of knives.
APPEARANCE: Only once to date, in Komix Illus. #3. Origin script by REIF, art by Grass Green.
OLD MAID

ALTER-EGO: ABIGAIL MANCHESTER! MILLIONAIRESS! WIDOW!
Powers: None, but a deadly cane that shoots out razor sharp playing cards capable of slashing a man to bits!!!
Origin: A diamond collector who was forced to go to extremes to collect items she would otherwise not be capable of obtaining! E.g. slashing the body of Jason Argo, jeweler, and allowing her sons, King and Jack, to take his gems! She took the disguise of the 'OLD MAID' in order to outwit the hero, 'JOKER.'
Appearances: None to date!
Group: None

by BILL DUBAY!

LITTLE GIANT

SECRET IDENTITY:
Tom Jorman, cub-reporter.
Powers: Able to leap tall buildings with a single bound, partial invulnerability, energy beam from hand.
Originated By: Steve Gerber
Origin: Accidental shock from electronic computer.
Appearance: Origin in Headline #1
LAW'S ANGEL

BY STEVE FERRIN

NAME: Joseph Angelo
OCCUPATION: Social Worker
POWERS, WEAPONS, & WEAKNESSES:
LA is an authentic angel who
has come to fight evil at its
sources. He can fly with
his wings, is completely
invulnerable, and possesses a
magic flaming sword. The
only way to fight him is to
trick him, as there is no
possibility of harming him.
group: Mystic Men

DREAMSMAN
and LUCKY

By Steve Ferrin  GROUP: COMPANIONS
FOR JUSTICE

Note: (Lucky is not pictured here.
See Fantasy Ill. #3).
NAMES: JERRY MANNING & His Younger
Brother BILL.
OCCUPATIONS: Electronics Service-
man and high school student.
POWERS, WEAPONS, & WEAKNESSES:
Jerry is simply twice the man
anyone else is. He's twice as
strong, fast, alert, etc. Bill
has a strange control over the
laws of chance, as he can
always have things happen his
way. They both use sonic
weapons to knock out oppo-
onents and use hopped up
motorcycles.
DR. DARKNESS

BY STEVE PERRIN.

NAME: MIKE NIGHTHAWK.
OCCUPATION: RESEARCH PHYSICIST AT ATKINS LABORATORIES.
POWERS, WEAPONS, & WEAKNESSES: Doc's sole power is the ability to see in the dark. His main reliance is placed in his Nite-Bomb which spreads an opaqueeness that completely shuts out sight and sound. Only Doc's goggles and eradica will pierce the influence of this weapon. He uses his Nite-Flyer, a cushion-air craft, to get around on.
NOTE: His cover ID is that of an ivory tower scientist who refuses to relate to the world around him. He's also an American Indian. The Nite-Bomb, incidentally, will block out all radiation other than that Doc sees by, thus keeping enemies from using radar and the like to spot him. It also blocks radio waves. His girlfriend, Martha Holt, is a GI agent.

Group: Companions for Justice. APPEARANCE: MASK & CAPE; PERRIN EDIT.

The BLACK PHANTOM

BY: STEVE PERRIN

NAME: LAFAYETTE JERRERSON
OCCUPATION: DRIVER FOR TRANS-NATIONAL BUS LINES.
POWERS, WEAPONS, & WEAKNESSES: BP has no powers. His cape will absorb light to let him blend into shadows. His gun shoots out various substances, depending on how he sets the controls on it.
NOTE: BP's little buddy, Wraith, is a white boy, Joey Trager, but Late is a Negro. He's much involved with fighting injustice and sometimes this puts him against the law. His girlfriend is enamored of the Black Phantom and is white. She has no idea that BP is a Negro.
Group: None;

APPEARANCE: MASK & CAPE (STEVE PERRIN EDITION.)
CAPTAIN LIBERTY
BY STEVE PERRIN.

APPEARANCE: MASK & CAPE.
NAME: CARTER MACRAE
OCCUPATION: Lab assistant at Atkins Labs.

POWERS, WEAPONS, & WEAKNESSES:
Cap has six times the strength of a normal man and his body will adopt to any environment within seconds. Thus, he can breathe poison gas, or water, or go without entirely in a vacum. His costume will resist anything up to a powered projectile and will stop any radiation or corrosives. His shield will stop anything. He also carries a thermo gun capable of projecting extremes of heat and cold.

GROUP: COMPANION FOR JUSTICE.

MEDICO
BY STEVE PERRIN.

APPEARANCE: COMIC CAPER.
NAME: RICK HARMON
OCCUPATION: INTERN

POWERS, WEAPONS, & WEAKNESSES:
Medico has a bag given him by an alien who gave it to him to use its super medicine to help cure the ills of the world. With it he can; give himself or someone else super adrenalin to vastly increase speed and strength, use hypno-tubes to control the minds of unprepared people, use anesthetic bombs to knock out crooks, douse fleeing crooks with radioactive tracer that allows him to run them down, etc.

GROUP: COMPANIONS FOR JUSTICE.
BY STEVE PERRIN

NAME: KATHY HOWARD
OCCUPATION: ASSISTANT CHAIRMAN OF THE GREECO-EGYPTIAN BRANCH OF THE NATIONAL ARCHAEOLOGICAL SOCIETY.

POWERS, WEAPONS, & WEAKNESSES: She got a cat's head amulet which when rubbed gives her the speed of a cheetah, the strength of a lion, claws that will pierce anything, and the agility of an alley cat. The costume also comes with the deal.

NOTE: She's tied down to a New York office and hates it, especially since John is traveling around the world. Both of them are crimefighters rather than magic fighters.

GROUP: MYSTIC AEN.

NAME: Haven Stewart
OCCUPATION: CIA OPERATIVE.

POWERS, WEAPONS, & WEAKNESSES: PM possesses a rod that can affect the entire gravito-magnetic spectrum. This gives him control over much of gravitic and magnetic phenomena. Electrical weapons and phenomena can still affect him, however, gas can projectiles that he isn't ready for.

NOTE: Haven is based in the Near East and therefore is always mixed up in the political problems of the area. He is always mixed up in things he doesn't want to because people naturally assume he's a real-for-sure spy instead of a glorified messenger as some agents must. Naturally Force-Master is always having to pull Haven out of scrapes.

GROUP: VICTORY SQUAD.

APPARENCE: HEROES' HANGOUT #3.
OLYMPIAN

BY STEVE PERRIN

NAME: John Calman.
OCCUPATION: Head Field Archaeologist for
the National Archaeological Society.
POWERS, WEAPONS, & WEAKNESSES: Olympian
possesses a belt which has twelve studs.
On pressing one he assumes one out of
twelve powers and his shirt, hood, and
leggings also turn the color that goes
with the power. The powers are:
lightnings of Zeus, sea control of Poseidon,
invulnerability of Hades, disguise
power of Hera, Plant control of Demeter,
flame control of Hestia, wisdom
of Athena, speed of Hermes,
clairvoyance of Helios, hunting
prowess of Diana, storm control of
Ares, & the empathy-sense of Aphrodite.
His powers are protected through
his costume.
NOTE: He is engaged to Kathy (Isis)
Howard.
GROUP: MYSTIC MEN (CHAIRMAN.)

TOTEM CHIEF

BY STEVE PERRIN

NAME: BOB WISEHAWK
OCCUPATION: Seller of Indian antiquities.
POWERS, WEAPONS, & WEAKNESSES:
TG's magic charm is his five-finger
necklace that has a bird and the heads
of a bear, a bison, antelope, and a round
black stone. When he rubs the partic-
ular head he changes into that
animal. The black stone changes
him back and forth from TG to
Bob Wisehawk.

NOTE: Aside from changing into
the animals there is nothing
super about this character, so
he can be harmed.

GROUP: MYSTIC MEN.

APPEARANCE: A Future issue of
Fantastic.

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ANTKRN

BY: STEVE PERRIN

NAME: SGT. ALLEN "XYNX"
OCCUPATION: PERSONAL COMBAT INSTRUCTOR FOR U.S. ARMY
POWERS, WEAPONS & WEAKNESSES: THIS CHARACTER CAN ABSORB ANY KIND OF RADIATION FROM THE AIR OR AN INORGANIC BODY AND USE IT IN SOME OTHER KIND OF ENERGY. THEREFORE, HE CAN TAKE BULLETS AND USE THEM FOR AN ELECTRIC CHARGE, OR ABSORB RADIANT ENERGY FROM AN ORGANIC SOURCE, SO HE IS STILL SUSCEPTIBLE TO A FIST.
NOTE: ALTHOUGH PATRIOTICALLY COSTUMED, HE IS NOT NECESSARILY A COMMIE FIGHTER, THOUGH HE DOES THIS OFTEN. CLY (NIGHT RIDER) DONALDSON IS AN ARMY BUDDY OF HIS. GROUP: NONE.

SANDSTORM

GROUP: MYSTIC MEN

BY: STEVE PERRIN

NAME: MATTHEW THORNTON
OCCUPATION: PROFESSOR OF ANCIENT HISTORY & CRIMINAL MASTERY (AS WELL AS THE NUISANCES OF HIS OWN PLANS.)
POWER, WEAPONS & WEAKNESSES: SANDSTORM IS AN EARTH ELEMENTAL WITH THE MIND OF A MEDIEVAL SORCERER. JOSEPH, HIS BODY IS MADE ENTIRELY OF SILICON ANYWHERE HE CAN SEND HIS IDENTITY TO ANY PATCH OF SILICON & REBUILD HIMSELF.

NOTE: THIS CHARACTER IS ONE OF THE FEW WITH THREE ID'S AS MATTHEW THORNTON HE PLOTS CRIMES, MM CATCHES THE CRICKETS.
SPORTSMAN

BY STEVE PERRIN

NAME: Kel Tarman.
OCCUPATION: Maintenance man for Inter-world Robotics, Inc.
POWERS, WEAPONS, & WEAKNESSES:
Sportsman lives in a future world in which the physical sports have been forgotten. He excels at every sport and has a group of others whom he trains. However, he was born on a high gravity world and therefore has an edge.
NOTE: He is not a copy of Robot Fighter as the world is run by automatic machinery and humans. He is just a crimefighter of that time who uses strange abilities. He also operates outside the law.

APPEARANCE: NONE AT TIME OF PRINTING
FANDOM PRESENTS.

AMERICAN STAR

BY STEVE PERRIN

NAME: NONE
OCCUPATION: NONE
POWERS, WEAPONS, & WEAKNESSES:
As is the spirit of a Commie-Fighter who died fighting Commies and refused to let his country go unprotected. He has supernatural and mental weapons.
NOTE: This guy appears very seldom and is somewhat too zealous at times.
GROUP: NONE.
APPEARANCE: NONE AT DATE.
BEAST MASTER

BY STEVE PERRIN

NAME: BEAST MASTER; NO SECRET ID.
OCCUPATION: NONE.
POWERS, WEAPONS, & ENEMIES: This is a character able to establish an empathic bond with some animals. He is also expert with a knife and with other primitive weapons. This is necessary in that the world he lives in is one devastated by alien attack and domination. The aliens exploit the world and fight off attacks of guerillas like Beast Master.

NOTE: no one trusts this guy because they aren't sure whose side he's on. The stories just deal with his struggle to survive in a world that is totally against him. He's a policeman of the world, there to right wrongs, but no knows that he was self appointed.

The GUARD

SECRET IDENTITY: JIM BENSON.

POWERS: HE POSSESS A RING THAT CAN DO ANYTHING.

ORGANIZED BY: LARRY MONTGOMERY

ORIGIN: GIVEN A RING FROM KALNOR THE GOOD SAMARITAN OF SPACE

APPREANCE: HEADLINE #1

TEXT STORY

ILLUSTRATED BY: PAUL SEYDOUSE
NIGHT RIDER

GROUP: Companions for Justice.
NAME: Clay Donaldson
OCCUPATION: Son of Western Rancher
POWERS, WEAPONS, & WEAKNESSES:
Night Rider is an ex-Special Forces man with no powers. He uses infra-red goggles to see at night, and he is adept at using his two .45's, a lariat, knife, whip, and bolas. He rides a black horse named Hades.
Note: His girlfriend, June Collier, is going to college in the East, therefore bringing Night Rider back there occasionally, but largely Night Rider operates on the Western Plains. His specialty is fighting Old West crimes, like rustling, etc., which have been updated by modern crooks. He uses Old West weapons because he dislikes modern mass killing techniques, though he's by no means adverse to killing deserving criminals.

GOLDEN COMET

BY STEVE PERRIN

NAME: Al Jacobs
GROUP: Companions for Justice.
OCCUPATION: Test Pilot
POWERS, WEAPONS, & WEAKNESSES:
GR's body is gaseous and he flies at jet speed. He can shine like a comet and travel in space for great distances. He can disperse or solidify any part of his body he cares to. He uses this to extend himself for great distances and entrap his foes. No projectiles can harm him since they pass right through him. He can be hurt by heavy radiation, etc.
SECRET IDENTITY: Bob Saxon, an astronomer.
Powers: Flight, great strength, great agility, plus not defined.
Origin: Power from meteor that fell near him.
Appearance: Masquerader #3.

NAMES: Dennis Markham & his wife Jo
Anne Markham.
Powers, Weapons, & Weaknesses: These two are invulnerable to radiation and in general can copy light waves behavior. They can negate gravity and use a special photon propulsion system to propel themselves. Their weapons are a pair of laser guns.
Note: Jo Anne's brother is Haven (Force Master) Stewart and therefore they are often brought in on espionage cases. Also, they are in the game for the fun of doing what they've always written about.
Group: VICTORY SQUAD.

Appearances: Heroes' Hangout #2. Text Story.
NAME: VERNON CARLYCLE
OCCUPATION: OWNER, CARLYCLE CHEMICALS
and a dozen affiliated companies.
POWERS, WEAPONS, & WEAKNESSES: Cyclone's
helmet controls, through his will power,
the molecules of the air to cause wind-
storms and the like.

NOTE: Vernon is another one out for
kicks. He's tired of dealing with the
impersonal forces of industry and
wants to get on a more individual
basis.

GROUP: VICTORY SQUAD.
APPEARANCE: ISSUE FOUR OF HEROES' HANGOUT.

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NAME: NO SECRET ID.
OCCUPATION: NONE.
POWERS, WEAPONS, & WEAKNESSES:
Tele is telepathic and can teleport
and use telekinesis. He must be in
either water or air, depending on
which he's in at the time, every two
hours. Also, lead blocks his powers.

NOTE: Tele fights aggression and works
against any attempt to start atomic
war. He comes from the underwater
city of Lemora, which was devas-
tated by the Bikini H-bomb test.

GROUP: VICTORY SQUAD.
APPEARANCE: MASK & CAPE. #4
TELE STORIES. STEVE PERRIN
ISSUE.
ZODIAC
BY: SHERMAN HOWARD

NAME: THE ZODIAC
POWERS: HE HAS THE POWERS OF ASTRAL
ZODIAC BEINGS GIVEN TO HIM BY
SAGITTARIUS. HE HAS PERSEVERANCE,
AGILITY AND SPEED, TURFLE AND
NERVE CONTROL, ENDURANCE, STRENGTH,
ILLUSIONS, COURAGE, FLAME-RAY, INFRA-
RED SIGHT, PRECEPTION OF CRIMES &
JUSTICE.
HE HAS BEEN IN THE FOLLOWING ZINES
HERO COMICS #7
ACTION HERO #3.

ALSO, ZODIAC WASHED CLOVERS

NORSEMAN
BY: STEVE PERRIN

NAME: ERIC BJORNSON
OCCUPATION: POLICEMAN
POWERS, WEAPONS, & BACKFAEED:
HORSEMAN HAS PROY'S MAGIC SWORD OF
LIGHT. TYR'S INUNSCRABLE SHIELD,
AND RIDES "EIHARD'S RAINBOW" HORSE,
GOLDTOP. GOLDTOP IS AN EIGHT-
LEGGED ANIMAL THAT ALWAYS LEAVES A
MULTICOLORED TRAIL IN THE AIR BEHIND
HIM. TYR'S SHIELD WILL NOT LET ANY-
THING PASS, AND PROY'S SWORD IS TOO
HEAVY FOR EN OF EVIL TO LIFT AND AS
LIGHT AS A FOIL TO ITS WIELDER. IT
CAN ALSO SEND OUT BEAMS OF LIGHT TO
BLIND ANYONE ITS FOCUSED AGAINST.
NOTE: NORSEMAN IS LARGEY A CRIME-
FIGHTER AND HIS PATROL CAR PARTNER,
LAVE MILES, KNOWS HIS SECRET ID.
THE FLAME

By: Rudy Franke

SECRET IDENTITY: None, as yet.
ORIGIN: She was born an immortal, daughter of Mephistopheles, and
she received her training deep in Africa.
Powers: She has the power of flight; also, she cannot be harmed
by flame.

Appearances: Heroe Hangout #4, All Stars

THE SERPENT

By Rudy Franke

SECRET IDENTITY: She has none at the time of this printing, but she will in
the future.
ORIGIN: She has been raised in the jungle and lead to believe that she is
the Flame's sister. However, this is not true.
Powers: Flight, she is extremely fast and quite acrobatic. Also, she
is quite clever on the side of good.
Appearance: H.H. #4, R. Franke
SECRET IDENTITY: SHE HAS NONE
POWERS: SHE HAS THE POWERS
OF SORCERY. SHE IS USING THESE
POWERS FOR WORLD CONQUEST.
ORIGIN: SHE HAS ACQUIRED
THESE POWERS FROM THE GRAND
MASTER OF TIBET, BEFORE HIS
DEATH. HOWEVER, BECAUSE OF
AN ACCIDENT, SHE HAS TURNED TO THE
FORCES OF EVIL.
APPEARANCE: SHE WILL FIRST APPEAR
IN THE VOICE OF COMICDOM, FANDOMS
FIRST NEWSPAPER. SHE WILL BE
IN DAILY STRIP FORM, PHOTO-
OFFSET. SHE WILL ALSO APPEAR
IN HEROES' HANGOUT #5.

THE CAT

POWER: HE IS QUITE
ACROBATICAL AND APPEARS
TO HAVE THE QUICKNESS
OF A CAT. ALSO, HE IS
EXTREMELY LUCKY, AND
HE APPEARS TO HAVE THE
LIVES OF A CAT.
ORIGIN: JOHNNY DECIDED
TO BECOME THE CAT, JUST
AFTER GETTING OUT OF
COLLEGE & STARTING HIS
DETECTIVE AGENCY.
APPEARANCE: HEROES'
HANGOUT #5
DIAMOND STAR

NAME: DIAMOND STAR.
Powers: They are the same as Dark Star's.
Origin: Same as Dark Star's, except that she is a villain.
Appearance: Action Hero #3.

DARK STAR

Origin: His father, a scientist, designed star-light concentration cabinets. Dark Star & his sister took daily 1 hr. treatments for 15 yrs. Sister Diamonds became defective, affecting her mind.
Power: Flight, strength, causing explosions, etc.

Appeared in mask & cape #4, Action Hero #3.
DR. ENERGY

BY: SHERMAN HOWARD.

NAME: DOCTOR ENERGY
ORIGIN: HE CAME FROM A SUPER-CIVILIZATION IN
THE DIM PAST. HE ESCAPED TO 1963 & TOOK THE ID-
ENTITY OF DR. ENERGY.
POWERS: FLIGHT, ELECTRICAL, STRENGTH, ETC.
REAPPEARANCE: #1 & #3.

The VAMPIRE

NAME: THE VAMPIRE
ORIGIN: CURSED BY A SORCERER KEL-
DAR, OF THE 16TH CENTURY. FOUND OUT
FINDS A MAGIC INCANTATION THAT
CAN CHANGE HIM TO
HUMAN FORM.
POWER: CAN BECOME A
VAPOR AT WILL.
APPEARED IN JEDDAK #2
#5 AND #6.
SECRET IDENTITY: REID HUNTER, AGENT FOR UNITED WORLD.
ORIGIN: REID WAS AN AGENT FOR UNITED WORLD. HOWEVER, HE IS CAPTURED.

THE LIVING HUMAN SKULL IS WHAT HE BECOMES. THROUGH THE POWER OF THE SORCERESS, HE GAINS IMMORTALITY. DOES NOT HAVE COMPLETE CONTROL OVER HIMSELF.

APPEARANCES: THE VOC.

Mephistopheles

SECRET IDENTITY: NONE
ORIGIN: HE HAS EXISTED AS LONG AS MAN, VILLAIN
POWERS: FLIGHT, HE CAN SEE EVERYWHERE, IMMORTALITY, CRAFTINESS.

APPEARANCES: H.H. #4, 5.
**The THREE INFINITIES**

**Appearance:** THURIA #1

**By:** SHERMAND HOWARD.

NAME: FATE (ONE OF THE THREE INFINITIES. (DOOM, DESTINY, & FATE. ALL 3 HAD BECOME TRAPPED IN A NETHER WORLD OF ETERNAL GREY MIST. FOUND TERRIBLE POWERS IN SUB-NORMAL STATE. THEY DONNED COSTUMES TO BECOME THE INFINITIES. POWERS: INVISIBILITY, PASSING THROUGH SOLIDS & SORCERY.

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**CAPTAIN VICTORY**

**By:** SHERMAND HOWARD

NAME: CAPTAIN VICTORY. HE HAS A BOY SIDEKICK - NOVA.

HE BATTLES INJUSTICE SO THE WORLD OF TOMORROW WILL BE A DECENT PLACE TO LIVE IN.

NO POWERS, HE USES SCIENTIFIC GIMMICKS TO AID HIM.

APPEARANCES: COMIC HOUSE #1.
SECRET IDENTITY:
Dr. Ward.

ORIGIN: Doctor Rex Ward, a time traveller from the year 2013, travelled to the year 1963, where he is killed by thugs, who were robbing a mansion. His spirit tried to pass to its reward, but found it impossible, and was given powers because of its abnormal predicaments, to remain on Earth for another 100 years. He became the crime fighter, Dr. Weird and avenged his own death by capturing the thugs.

POWERS: Invisibility, solidity, flying, capable of contacting the supernatural.

APPEARANCES: Star Studded #1, 5.

NOTE: Ronn Foss also did one story of Dr. Weird, for the Star Studded Justice Society.

NOTE: The upper & bottom part of Dr. Weird's costume is yellow.
BY RAYMOND MILLER

SECRET IDENTITY: Terry Turner

POWERS: None except for a cape and a needle gun.

ORIGIN: Dr. Masters, Archaeologist, discovers the tomb of Dr. Chang, an old Chinese ruler. He takes the mummified body to the U.S.A., where the body comes to life and kidnaps the Dr. Master's daughter, Donna. An old man frees her, but dies...she finds out that he was the guardian of the tomb. He gives her a cape, and she becomes the Black Scorpion and stops Dr. Chang. She later changes her name to Terry Turner.

APPEARANCE: Fighting Hero #11

Note: Raymond Miller's vision of the Black Scorpion is almost exactly the same as the picture you see on the left. However, the front of her costume comes to a sharp "V", at the neckline, while the picture at the left has a high neckline.

It is also important to note that Raymond Miller did the writing for the stories and that Howard Keltner did the illustrating.
THE COSMIC RAY

POWERS: ABILITY TO EMIT COSMIC RADIATIONS FROM EYES, WHICH CAN EITHER DESTROY, PARALYZE OR MAKE ANYTHING DISAPPEAR. THEY ALSO CAN BE USED TO PROPEL HIM THROUGH THE AIR.

ORIGINATED BY: DAVE HERRING

ORIGIN: ACCIDENTAL EXPOSURE TO COSMIC RADIATIONS FROM RAY GUN.

APPEARANCE: SUPER ADVENTURES #1

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KOBAR

POWERS: TREMENDOUS STRENGTH, UNUSUAL WEAPONS - RAY GUN, INSTANT DEATH MACHINE, MISSILES, ETC.

ORIGINATED BY: DAVE HERRING

ORIGIN: BORN ON ANOTHER PLANET, CAPTURED AND CAGED BY HUMANS. WHEN HE ESCAPED HE WAS DETERMINED TO GET REVENGE AGAINST ALL HUMANS.

APPEARANCE: SUPER ADVENTURES #1
Keylar, an INTER-PLANETARY GUARDIAN

POWERS: Superior strength, agility and intelligence, can teleport himself instantly to any point in the universe. Can exist without food, rest or any other human need for many years.

ORIGINATED BY: Steve Herring
ORIGIN: Member of a race of superior human beings who keep peace throughout the universe.

APPEARANCE: Super Adventures #1

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MERCUARY JONES

POWERS: Expert rocket ship pilot; unusual rocket ship.

ORIGINATED BY: Frank Herbert
ORIGIN: As an inventor, he built his own rocket ship, decided to use it to battle alien creatures.

APPEARANCE: Odd's #1, Super Adventures #2
**THE EYE**

Alais—unknown, but thought to be an officer of the law, known as an underworld executioner. The Eye is actually an undercover agent using powers of hypnosis, x-ray vision and a heat ray to trap unsuspecting criminals. After finishing a case the gang members must submit to the amnesia injection—thus allowing the Eye to remain working undercover. He first appeared in Star-Studded Comics—Mar.'64 (#3), then in Fighting Hero Comics #16—Apr./May '64.

Created by Big Joe White

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**ASTROACE**

The mystery astronaut—trained in secrecy for the most dangerous of space missions. While checking out the radiation belt over Earth, Astroace is saved from near death by a winged girl from the planet Vexo. This 1st of 3 parts appeared in Komix Illustrated Nov. 1962 (#4). Then Astroace moved over to Masquerader (#4) Mar./Apr. 1963 and (#5) May/June 1963 for the concluding chapters. This was the 1st fan-character to appear in two different fan-zines.

Created by Big Joe White
Actually the son of the devil! A lost bible in his home of Hades is read and studied by the son of Satan as a boy. Grown to manhood he sets out into the world with his magic lance—not knowing he can never escape his evil father's command! Torn between good and bad, son of Satan engages the old devil in a showdown battle in Hades! Son of Satan appeared in Komix Illustrated #2 and #3...Sept.-Oct., 1962. And on the cover of Countdown #4.

The Fog

A lais—Bud Macomber—who considered his strange super-power of fog-like invisibility a curse! Once he became in contact with any type of fog atmosphere Bud became a fog-man for 4 uncontrollable hours. Only after a kidnapping of the beautiful Carolyn Nathan did the fog realize the potential of this invisible power. Thrown into the cold waters of the English Channel near the white cliffs of Dover as a child, Bud Macomber discovered he was a thing of nature...his mother, the fog...his father, all the oceans of the world!
ALAIN—TOM TRAVIS, REPORTER, FOR THE BOSTON BULLETIN, SET OUT TO BE A SUPER-HERO FOR THE PURPOSE OF SAVING PRESS-MAN JIMMY LAWRENCE'S JOB. JIMMY HAD INSERTED FICTITIOUS STORIES OF A "LION" CRIME-FIGHTING CHARACTER IN THE PAPER JUST FOR FUN. BUT EVEN THOUGH HE WAS A WHIZ IN PRACTICE, TOM (AS THE LION) WAS A TOTAL FAILURE AS A SUPER-HERO! THE LION APPEARED IN LIMBO-1 (KOMIX ILL. #10) — MAY 1963

KOMIX ILLUSTRATED #3

OCT. 1962 PRESENTED "THE BLADE" BY RONN FASS AND GRASS GREN. NOT ANOTHER "BLADE" HAD BEEN CREATED BY BILJO WHITE (SEE LEFT) AND THIS CHARACTER IS SCHEDULED FOR AN UP-COMING APPEARANCE IN STAR STUDDED COMICS (AN OPP-SET ISSUE), DIS-FIGURED BY SAVAGES IN THE AFRICAN JUNGLE "THE BLADE", MASKED TO COVER HIS SCARS, WANDERS FROM TOWN TO TOWN SEEING HIS LOST IDENTITY. BRAIN INJURY HAS LEFT HIM NEAR INSANE, A LONELY TROUBLED MAN WHO FINALLY FIGHTS HIS WAY WITH BLADE IN HAND TO THE ONE HE LOVES.
**The Green Sorceress**

by Roger Brand

**NAME:** The Green Sorceress.

**ORIGIN:** Unknown. However, she is revived from the early Blue Bolt comics. Therefore, she is really the creation of a professional.

**POWERS:** They are that of sorcery.

**APPEARANCE:** She will appear in All Stars. A photo-offset zine that should be out by the end of Oct.

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**John Orson**

by Roger Brand

**NAME:** John Orson.

**ORIGIN:** John received his power by accidently be struck by an unusual ray.

**POWER:** Super intelligence.

**APPEARANCE:** John appeared in issue number one of Heroes' Hangout. He was put into a special 3 page photo offset book. This was an extra bonus for those that ordered issue number one of Heroes' Hangout.
The IMMORTALS by Bill Dubay

ALTER EGO'S: (FROM LEFT TO RIGHT...) MICKEY (AIRBOY), SHERRY (MISS FORTUNE), BUCK (THE BRAIN), & ROCK, (THE ALIEN) !!!!

ORIGIN: A CAVE FAMILY FROM THE EARLY STONE AGE, WHICH RECEIVED STRANGE POWERS, AFTER HAVING BEEN BATHED IN THE RAYS OF AN EXPLODING SPACESHIP! THEIR CHEF AND FATHER, ADM, WAS KILLED, BUT BUK TOOK LEADERSHIP, AND WITH HIS NOW ADVANCED BRAIN, HE CIVILIZED THE OTHER THREE, WHOM RECEIVED POWERS OF DIFFERENT MAGNITUDES! BUK LATER BUILT A TIME MACHINE, AND ALL JOURNEYED TO THE PRESENT YEAR WHERE THEY SETTLED DOWN TO A PEACEFUL LIFE OF AIDING THE GOVERNMENT! THEY RECEIVED ADDITIONAL POWERS WHILE TRAVELING THROUGH THE TIME BARRIER, THAT OF IMMORTALITY !!!

APPEARANCES: PROSPECTIVE IN FANTASY ILLUSTRATED !!!

JOKER by Bill Dubay

ALTER EGO: JOHN RIVERS, FBI AGENT
POWERS: NONE, BUT HE IS CONSTANTLY HAMPERED BY THE POLICE FOR WORKING OUTSIDE OF THE LAW! E.G. CAPTURING CROOKS WITHOUT A LICENCE, BREAKING AND ENTERING, DISTURBING THE PEACE, AND INDECENT EXPOSURE !!!!!

ORIGIN: IN ORDER TO CAPTURE THE OLD MAID, A MURDEROUS OLD LADY, JOHN IS ASSIGNED BY THE F.B.I., TO PORTRAY THE PART OF THE JOKER! ONLY THE POLICE COMMISSIONER, ALONG WITH JOHN KNOW THIS! BUT STILL, THE COMMISSIONER'S MEN TRY TO CAPTURE HIM, IN HIS JOKER GUISE ~~~ FOR WORKING OUTSIDE OF THE LAW !!!!
SURFER

SECRET IDENTITY: BOB AVON
POWERS: AN EXCELLENT SURFING CHAMPION!
ORIGIN: WHILE AT THE BEACH SURFING ONE
DAY, BOB AND HIS BUDDIES SAW AN ALIEN
SPACESHIP LAND ON THE SURFACE OF THE
OCEAN! THE ALIENS WERE CREATURES CAP-
ABLE OF WALKING ON WATER! THEY WALKED
FROM THEIR CRAFT TO THE SHORE,
SETTING UP WEAPONS IN WHICH TO
CONQUER THE EARTH! BOB AND HIS
FRIENDS GOT ON THEIR SURFBOARDS
AND KO'ED ALL THE WATER WALKING
CREATURES! THEY DECIDED TO BECOME
A GROUP OF FREEDOM FIGHTING-
YOUTHS: THE SURFER, AND THE
HOT DOGGERS!!!
APPEARED IN: FANTASY HERO #3,
FANTASY HEROES' HANGOUT #1!
GROUP: INVINCIBLES!

BLACK GHOST

SECRET IDENTITY: NONE PRESENTED!
POWERS: WALKING THROUGH SOLID OB-
JECTS, ALLOWING OBJECTS TO PASS
THROUGH HIS BODY, SOLIDITY OR MIST,
FLYING, TELEPORTATION, INVISIBILITY,
AND THE ABILITY TO CALL UPON THE
DEAD FOR AID!!!
ORIGIN: NONE YET PRESENTED IN A
COMIC FANZINE!
APPEARANCES: FANTASY HERO #3,
FANTASY HEROES' HANGOUT #1!
GROUP: INVINCIBLES!!!
SECRET IDENTITY: NOT AS YET FORECLOSED, BUT SUSPECTED TO BE ONE OF THE MORE PROMINENT FANZINE EDITORS!

POWERS: ABNORMAL SPEED, NOT EXCEEDING 75 MILES PER HOUR!

ORIGIN: BORN WITH SPEED IN RUNNING, CAPABLE OF OVERTAKING A RUNNING AUTOMOBILE!!!

APPEARED IN: FANTASY HERO #3, & FANTASY HEROES' HANGOUT #1

GROUP: INVINCIBLES!

by BILL DUBAY & MARTY ARBUNICH

SECRET IDENTITY: TOM KIRBY

POWERS: NONE

ORIGIN: TO STOP HIS WIFE'S NAGGING, HE SETS OUT TO MAKE A NAME FOR HIMSELF AS A FIGHTING COSTUMED HERO! TRYING TO MAKE HIS WIFE PROUD OF HIM.... HE FAILS MISERABLY ON HIS FIRST ADVENTURE! HE DOES NOT EVEN MAKE HIMSELF KNOWN!

APPEARED IN: HERO #4, FANTASY HERO #3, 4, FANTASY HEROES' HANGOUT #1

GROUP: INVINCIBLES!

by BILL & CHIK DUBAY
JUNIOR COMMANDOES

ALTER EGOS: (FROM LEFT TO RIGHT) CAESAR, CORP. WILL, CHUCK, & NAZI!

POWERS: FOUR FIGHTING LADS DURING WORLD WAR II, ON THE AMERICAN ALLIES SIDE!

ORIGIN: THE JR. COMMANDOES WERE CAPTURED BY HITLER, AND ENCASED WITHIN SOLID WAX! THEY WERE THOUGHT TO BE DEAD, BUT ACTUALLY, THE WAX PRESERVED THEIR BODIES! MANY YEARS LATER, A GERMAN FARMER UNCOVERED THEM ON HIS LAND!

HE BROKE OPEN THE WAX, AND THE JR.CS WERE REVIVED BY THE FRESH AIR! THEY SOUGHT OUT AN AMERICAN ARMY BASE, AND AGAIN aided america in its battles!

APPEARED: COMIC CAPER #2!
GROUP: JUNIOR COMMANDOES!
NOTE: IN 1942, THE JUNIOR COMMANDOES WERE SENT TO KING FEATURES WHERE THEY WERE REJECTED!!!

ROOFTOP

ALIAS: NOT MENTIONED IN ANY STRIP PRESENTED TO DATE!

POWERS: THE ABILITY TO FLY HIGH OVER ROOFTOPS, BY THE USE OF HIS ROOF-ENERGY GENERATOR! WEAPONS: ROOF-TAR BOMB, ROOF-SUN RAYS, ROOF-ROCKS, AND OTHER DANGEROUS DEVICES USED TO HELP ROOFTOP COMMIT CRIMES!

ORIGIN: NONE STATED!
APPEARANCES: HOUSE OF HEROES #1, FANTASY HERO #3,4, HERO #4, FANTASY HEROES/HANGOUT #1!
GROUP: FEARsome FIVE!!!

by BILL DUBAY
NITE-CRAWLER

ALTER EGO: NOT KNOWN.
Powers: Amazing strength, un-believable strength.
Origin: He has been rebellious of
the human race ever since his
youth! His parents were convicts
who were executed for murder.
When the lad was only twelve,
he escaped from his guardian
in a stolen car! The car
crashed into an atomic power
plant which caused a tremendous
explosion! Surprisingly enough
the boy lived through it, and his
muscle tissue increased rapidly.
His powers only function in the
dark, or at night! The sun makes
his tissues regular size again.
Appearances: Fantasy Hero #13, Action
Hero #2 (two stories), Mask & Cape #2,
House of Heroes #1 and Fantasy Heroes' Hangout #1! Group: Fearsome 5!

BIRD

Alter Ego: Chik Curtis
Powers: Flight, Paralysis
Ray from chest plate, and
Aves Communication!!
Origin: Chik found himself
in a desert dying! He spotted
a magic temple and entered
it! He found wings and a magic
amulet! He donned these to be-
come the Bird! Soon after, how-
ever, he was killed by rooftop
on an Invincibles case.
Appeared: Fantasy Her #1,3,
Mask & Cape #3, Ace Comic
Club Newsletter #2!!!
**Billy De**

**Alter Ego:** Same as hero name!

**Powers:** A sweater which gives the wearer ultimate powers!!!

**Origin:** While shopping for a sweater, Billy buys a black one which catches his eye! He wears it home, and finds that it grants him anything he wishes! He decides to become a super hero, and join the Invincibles!!!

**Appearances:** Fantasy Hero *1, 2, 3, Comic Caper *1, Hero *4, Fantasy Heroes' Hangout *1

**Group:** Invincibles

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**The Live-Wire**

**Alter Ego:** Not known

**Powers:** Ability of electrical currents continually flowing through his body, which allow him to "throw" electricity! He also "slides" along the high tension power lines, for travel anywhere throughout the city!

**Appearances:** Fantasy Hero *2, 3, Fantasy Heroes' Hangout *1, Hero *4

**Group:** Invincibles
5 HORSEMEN OF DEATH

ALTER-EGOS: VIRES, VICTOR, TEMPUS, IGNIS, POTENS!!!
Origin: ONE TIME BRAVE MEN OF EARTH NOW CAUGHT IN THE DIMENSION OF DEATH BY THEIR IMMORTAL ENEMY, MORTIS, THE DEATH MASTER!!! ONCE MORTIS IS DEFEATED, THE FIVE WILL BE RETURNED TO THEIR BELOVED EARTH, ALONG WITH THEIR IMPRISONED GALANT STEEDS.
Appeared in: As a text by Margaret, revised by M. Bill Dubay!
Group: Five

MORTIS: MASTER OF DEATH

ALTER-EGO: MORTIS; DEATH!!!
Origin: THE IMMORTAL BEING WHO ALWAYS HAS BEEN IN EXISTENCE AND ALWAYS WILL BE UNTIL HIS DEFEAT BY THE FIVE HORSEMEN OF DEATH!!!
Appearances: Comic Caper #1

by MARTY ARBUNICH
The MICRO-GNAT

by Marty Arbun-

ALTER EGO: DAVE TREN'T
POWERS: CAPABLE OF SHRINKING IN SIZE AT WILL, BECOMING A SMALL, HUMAN-GNAT, CAPABLE OF SUPER STRENGTH, AND FLIGHT!
ORIGIN: WHILE WORKING WITH IMPORTED "GOD-GNATS" OF THE AMAZON, IN A CHEMICAL EXPERIMENT, DR. TREN'T WAS ACCIDENTALLY BITTEN BY THE DEADLY INSECTS! HE SURVIVED, BUT FOUND THAT HE COULD DO UNIMAGINABLE THINGS! HE COULD SHRINK IN SIZE, FLY, YET STILL BE CAPABLE OF DOING HUMAN ACTS ALSO, SUCH AS THINKING AND SPEAKING! HE TURNS HIS POWERS TO THE USE OF JUSTICE, AND BECOMES THE MICRO-GNAT!
APPEARED IN: MASK AND CAPE!
GROUP: NONE; BUT PROSPECTIVE INVINCIBLES MEMBER!!!

CAPT. MARVELOUS

by Bill Dubay

ALIAS: NO ONE KNOWS YET, BECAUSE THIS VILLAIN HAS NEVER BEEN CAPTURED FOR A LONG ENOUGH PERIOD FOR ANYONE TO FIND OUT HIS REAL IDENTITY!
POWERS: NONE! A TYPICAL INGENIOUS VILLAIN WHO SCARES PEOPLE INTO THINKING HE IS ONE OF THE WORLD'S MIGHTIEST MORTALS!
ORIGIN: NONE TOLD TO DATE!
APPEARANCES: FANTASY HERO #3, & FANTASY HEROES' HANG-OUT #1!!!
GREEN SCEPTRE alias

ALTER EGO: TIM CHRISTAIN
POWERS: MIND OVER MATTER: WHILE AS DR. SATAN, HE IS CAPABLE OF SELF-POWERS! WHILE AS GREEN SCEPTRE, HE NEEDS HIS SCEPTRE!
ORIGIN: WHILE EXPERIMENTING WITH A MIND OVER MATTER SUBSTANCE! THERE WAS AN EXPLOSION! TIM WAKES TO FIND HIMSELF A POWERFUL HUMAN! IN THREE HOURS THE POWERS WORE OFF AND HIS SUBSTANCE BECAME POWERFUL! HE BECAME THE ONLY HERO-VILLAIN, BUT EVERY THREE HOURS HE CHANGES FROM ONE TO THE OTHER!
APPEARED IN: MASK & CAPE *2
FANTASY HERO *3, COMIC CAPER *2, HEROES' HANGOUT *2, AND FANTASY HEROES' HANGOUT *1!!! F.H. *2!!!
GROUPS: INVINCIBLES, VIGILANTE COMMITTEE ~ G.S., FEARSOME 5 ~ D.S.

THUNDERMAN

ALTER EGO: NONE REVEALED!
POWERS: SAME AS LIVE WIRE!
ORIGIN: THUNDERMAN IS THE LIVE WIRE'S EVIL TWIN BROTHER! BOTH RECEIVED THEIR POWERS IN THE SAME MANNER, WHICH HAS NOT YET BEEN RELATED IN A COMIC.
FANZINE!
APPEARANCES: FANTASY HERO *3,
FANTASY HEROES' HANGOUT *1!
GROUP: FEARSOME 5

by BILL DUBAY
THUNDERBIRD

SECRET IDENTITY: JOHN CARTER
POWERS: SUPER DEVICES, AND THE ABILITY OF SUPER SWIFT FLIGHT!
ORIGIN: COMING FROM ANOTHER PLANET, HE ACCIDENTALLY DISCOVERS EARTH, WHERE HE LANDS, AND JOINS THE CRIME FIGHTING INVINCIBLES GROUP!
HIS COSTUME WAS THE CUSTOMARY GARMENTS OF HIS NATIVE PLANET, YABUD!
HIS SPEED IS A GIFT BESTOWED UPON ALL LAW OFFICERS OF HIS PLANET!
APPEARED IN: FANTASY HERO*3, FANTASY HEROES' HANGOUT *1 AND MASK & CAPE*3!
GROUP: INVINCIBLES!

by BILL DUBAY

MERCURY

ALTER-EGO: HAL HARRIS
POWERS: SUPER SWIFT SPEED!
ORIGIN: WHILE PRACTICING FOR AN INTERNATIONAL TRACK MEET, HAL STUMBLES AND HITS HIS HEAD AGAINST THE GROUND! HE REVIVES AND FINDS THAT HIS MIND IS CAPABLE OF ALLOWING HIM TO RUN AT SUPER SPEED!!!
APPEARANCES: ACTION HERO*2, FANTASY HERO*3, FANTASY HEROES' HANGOUT *1
GROUP: INVINCIBLES

by BILL DUBAY & MARTY ARBUNICH
SHADOW MASTER & SHADY

SECRET IDENTITY'S:
SHADOW MASTER: LANCE CHAMPION! SHADY: LARRY REED!!!
POWERS: S.M.... CHEST DEVICE WHICH ENABLES HIM TO BECOME A SHADOW, AND "RIDE" ON OTHER MOVING SHADOWS! PLUS A SHADOW GUN, CAPABLE OF TURNING OTHERS INTO SHADOWS!
ORIGIN: S.M. & SHADY ARE BATTLING A SMALL BAND OF CROOKS WHEN SUDDENLY THERE IS AN EXPLOSION, "CASTING" S.M. INTO ANOTHER WORLD! THERE HE FINDS AND JOINS UP WITH THE INVINCIBLES!
APPEARANCE: FANTASY HEROES' HANGOUT *1! GROUP: INVINCIBLES!

LIBERTY LEADER

ALTER EGO: NONE PRESENTED IN ORIGIN STRIP!
POWERS: NONE; A FIGHTER FOR FREEDOM, AND EQUALITY FOR ALL PEOPLE!
ORIGIN: PRESENTED IN A DR. LAW FEATURE STRIP; NO ORIGIN RELATED, BUT INTRODUCES HIMSELF AND DR. LAW, AND PROVES BOTH CHARACTERS TO BE CAPABLE COSTUMED FREEDOM FIGHTERS!!!
APPEARANCES: FANTASY HERO *4!
GROUP: NONE YET! BUT ASSUMED A LIKELY CANDIDATE FOR THE INVINCIBLES!

by BILL DUBAY
THE GRAY GRASSHOPPER

ALTER-EGO: MARK KELLY
POWERS: EXTRAORDINARY LEAPING, EXPLOSIVE SPITBALLS, AND GLIDING!
ORIGIN: NEVER TOLD IN THE REGULAR STRIP, BUT THE ORIGINAL ARTIST—WRITER ALLAN LUCAS IS PREPARING A SPECIAL ORIGIN STORY FOR COMICDOM—SOON TO APPEAR!!

APPEARANCES: REGULAR; SAN FRANCISCO DAILY BOOZE—HIGH SCHOOL NEWSPAPER, 1938!
REVIVAL APPEARANCES:
FANTASY HERO XMAS SPECIAL 1963,
FANTASY HERO #3, HEROS’ HANG-OUT #2, & FANTASY HEROES’ HANG-OUT #1 !!!
PRESENT GROUP: INVINCIBLES!

by ALLAN LUCAS

THE GRAY GRASSHOPPER

ALTER-EGO: ED BRYAN
POWERS: POWERFUL LEAP, GLIDING, SWIFT THOUGHT, INSECT SIGHT, HEARING, SPEED, AND SENSES!!!
ORIGIN: WHILE EXPLORING A CONDEMNED CASTLE WITH FRIENDS, ED CAME UPON A SCIENTIFIC LABORATORY! HE AND HIS FRIENDS, BILL AND MIKE, ENTERED AND DISCOVERED A SERUM WHICH COULD GIVE A MAN EXTRAORDINARY POWERS, LIKE THOSE OF A GRASSHOPPER, OR TURN HIM INTO A GRASSHOPPER—MAN!!! THE BOYS FLIPPED COINS FOR THE CHANCE TO DRINK THE SERUM.... ED WON AND BECAME THE CRIME-FIGHTING, GRAY GRASSHOPPER!!

APPEARANCES: FANTASY HERO #2, 3,
FANTASY HEROES’ HANGOUT #1, HERO #4!
GROUP: LEADER OF THE INVINCIBLES!
NOTE: THIS CHARACTER WAS INTENDED TO BE A DIRECT CREATION FROM THE EARLIER GRAY GRASSHOPPER!!

by BILL DUBAY