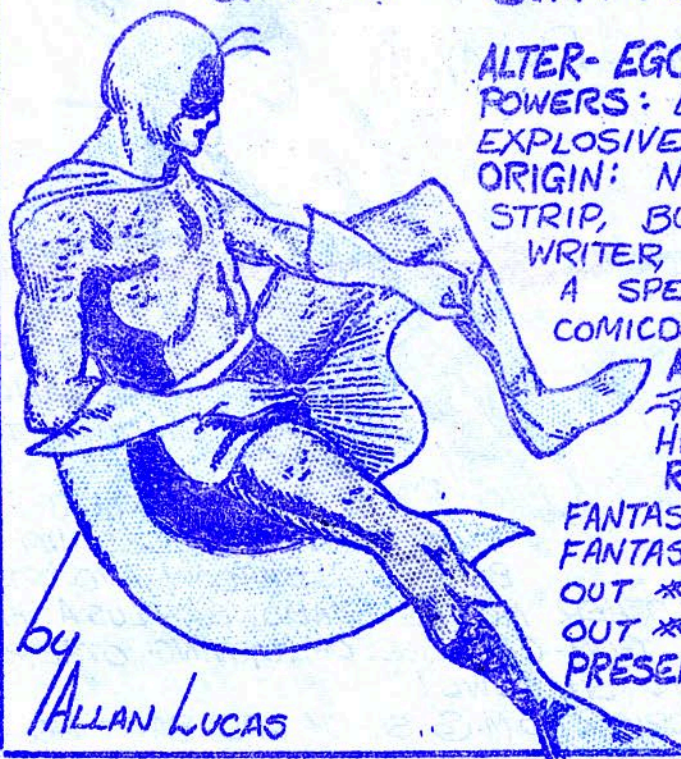


COMICDOM'S ONLY HERO, REVIVED FROM THE GOLDEN AGE!!!

The GRAY GRASSHOPPER



ALTER-EGO: MARK KELLY: BEN TARGET
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, HEROES' HANG~
OUT *2, & FANTASY HEROES' HANG~
OUT *1!!!

PRESENT GROUP: INVINCIBLES!

The GRAY GRASSHOPPER

by BILL DUBAY

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
LABRATORY! 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!!!



The GOLDEN AVENGER

SECRET IDENTITY: JOHN HUDSON

POWERS: MIND OVER MATTER

ORIGIN: A MUTANT, BORN WITH THE POWER OF MIND OVER MATTER, WHICH HIS PARENTS KEPT SECRET! WHEN HIS MOTHER AND FATHER WERE KILLED BY THIEVES IN A SUPER-MARKET HOLDUP, HE BECAME THE GOLDEN AVENGER BY DONNING A COSTUME WHICH HIS MOTHER MADE FOR HIM! HE THEN AVENGED THEIR DEATHS!

APPEARED IN: ACTION HERO * 1, 2, FANTASY HERO * 3, FANTASY HEROES' HANGOUT * 1 & HOUSE OF HEROES * 1!

by CHIK DUBAY



JOHN FULMEN

SECRET IDENTITY: NONE, ACTS AS AN OPEN COSTUMED HERO!

POWERS: CONTROL OVER A MAGIC LIGHTNING BOLT WHICH DOES HIS BIDDING!

ORIGIN: IN A LIMBO-LIKE LAND WHERE ALL UNBORN HUMANS EXIST! THE RULERS OF THE LAND GRANTED HIM THE USE OF A MAGIC LIGHTNING BOLT THROUGHOUT HIS STAY ON EARTH!

APPEARANCES: FANTASY HERO * 1, 3, FHI * 1
GROUP: INVINCIBLES

by BILL DUBAY

VAL VINSTON

by LARRY HERNDON
AND BILL DUBAY

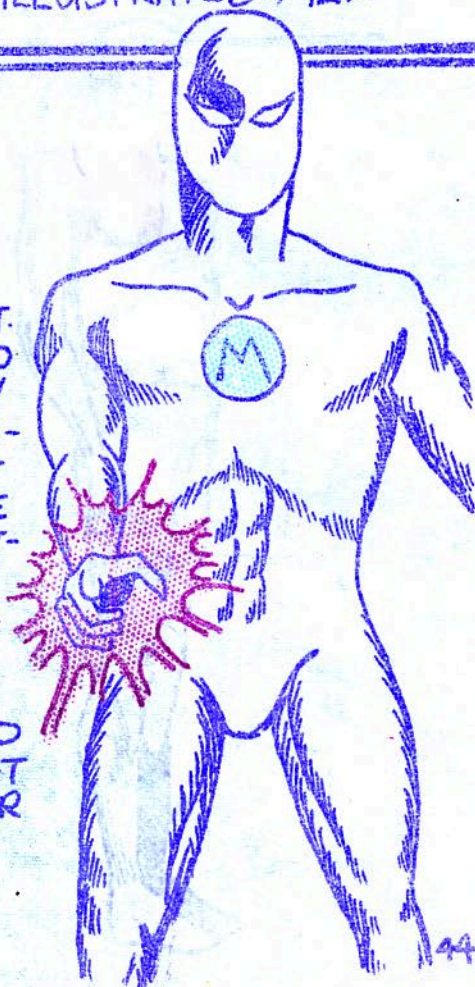


IDENTITY: VAL VINSTON; SPACE PILOT OF THE FUTURE EARTH!
ORIGIN: VAL FOUND HIMSELF IN A SPACESHIP FLOATING ENDLESSLY THROUGH SPACE WITH A CREW OF DEAD MEN! HE REMAINED ALONE AND WAS ABOUT TO KILL HIMSELF BEFORE THE SHIP'S DOG, DUKE CAME OUT OF HIDING!
SITUATION: THE LONE MAN AND DOG LANDED ON THE PLANET VEGA! THEY HELPED A PEACE LOVING PEOPLE THERE DEFEAT THE DREADED THRALLS!!! VAL AND DUKE SETTLED DOWN ON THE PLANET WITH A PRINCESS IN CONTENT FOR THE REMAINDER OF THEIR LIVES!
APPEARED IN: "LOST STARSHIP" THE LONGEST SINGLE CHARACTER STRIP IN THE HISTORY OF COMICDOM~~~ KOMIKX ILLUSTRATED #12!!!

MIASM

by JOHN CHAMBERS

SECRET I.D.: LARRY PLANTER-LAB-ASST.
POWERS: ABILITY TO PASS THROUGH SOLID OBJECTS, FLYING AND INSTANT SOLIDITY!
ORIGIN: LARRY WAS HELPING THE PROFESSOR WHOM HE WORKED FOR, TEST A TELEPORTATION DEVICE WHEN A STORM MADE A LIGHTNING BOLT STRIKE THE TELEPORTATION ANTENNAE! THE BOLT PASSED THRU THEIR BODIES WHILE THEY WERE BEING TRANSPORTED! THE PROF'S WEAK HEART COULDN'T TAKE THE JOLT, BUT LARRY SURVIVED AND DERIVED THAT HE COULD TELEPORT HIMSELF ANYWHERE! ALSO AT ANY SPEED HE WISHED, INSTANTANEOUS OR OTHERWISE!
APPEARANCES: NONE LISTED FOR THIS MAGAZINE!
GROUP: NONE!



PINK TERROR



IDENTITY: not told

POWERS: uses her light body and amazing speed.

APPEARANCES: to battle "Dago's Hundred" in REB.

GROUP: Death's Warriors

by KENTE

THRALG

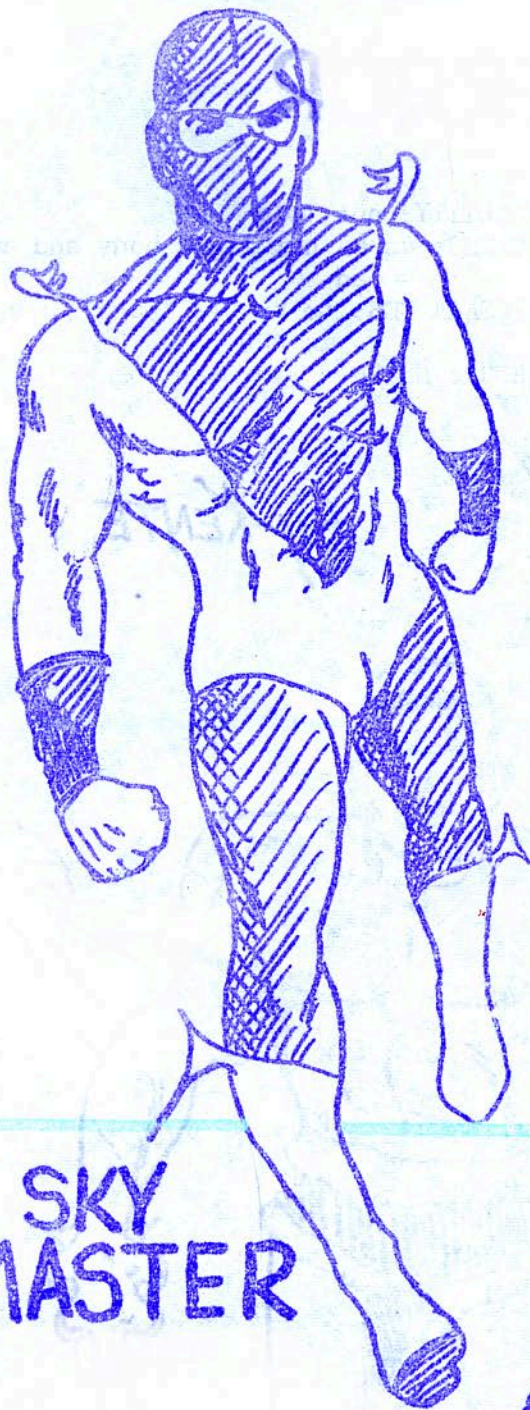


IDENTITY: Thralg

ORIGIN: 9ft. giant from outer space, came to the solar system to study Venus

APPEARANCES: battled with sword and shield in Super hero #2

KENTE



IDENTITY: Rex Reason, scientist
 ORIGIN: Rex developed a helmet
 which worked in conjunction
 with his brain emanations which
 enables him to teleport his body
 anywhere at will.
 APPEARANCES: Komix Illustrated #6,
 Mask & Cape #1 and Star
 Studded comics #3

BLUE STREAK

SKY MASTER

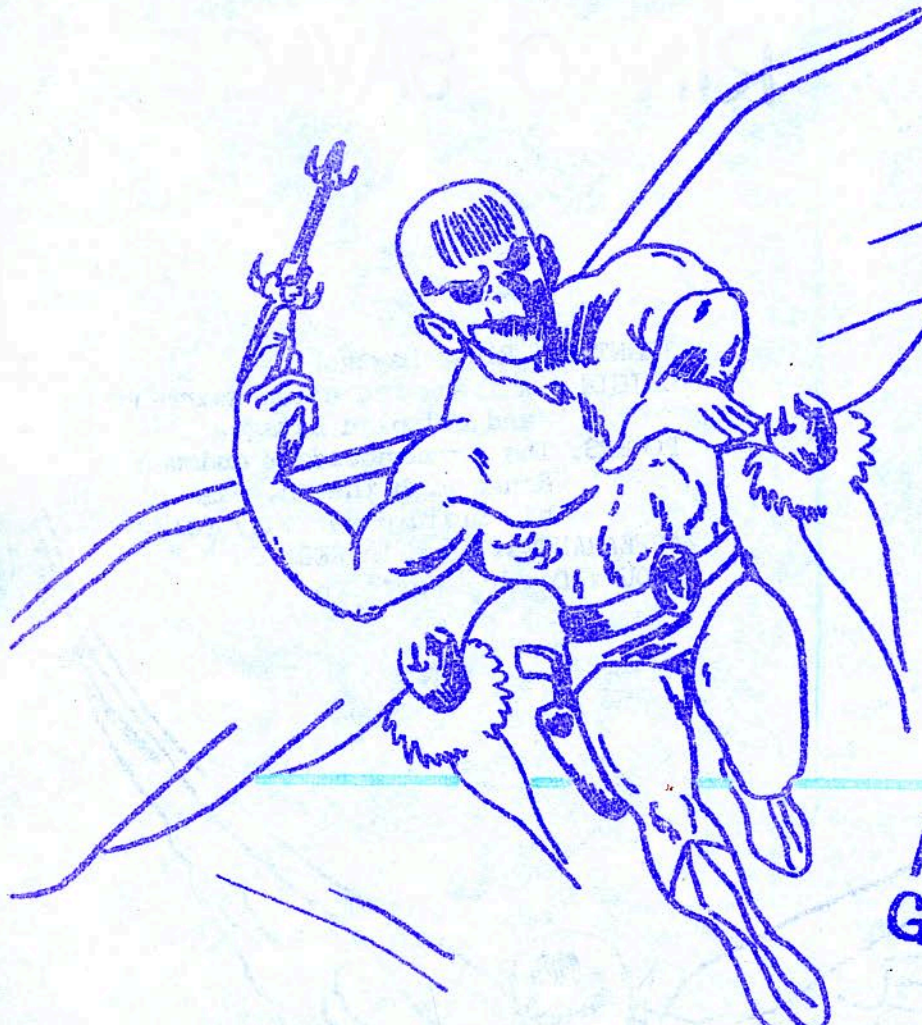


46

KENTE

IDENTITY: Soviet citizen
 POWERS: rocket powered flight
 APPEARANCES: Star Studded comics #3

THUNDERBIRD



IDENTITY: Roy
 POWERS: with his rocket powered flight and a weapon that fires lightning.
 APPEARANCES: Super Hero#2

MAN with the GOLDEN EYES

IDENTITY: Lon
 POWERS: has tremendous brain power which he focuses through his golden eyes.
 APPEARANCES: In Spotlight#3 he defeated a freak dog with his highly advanced brain power.



RINGO SAVAGE

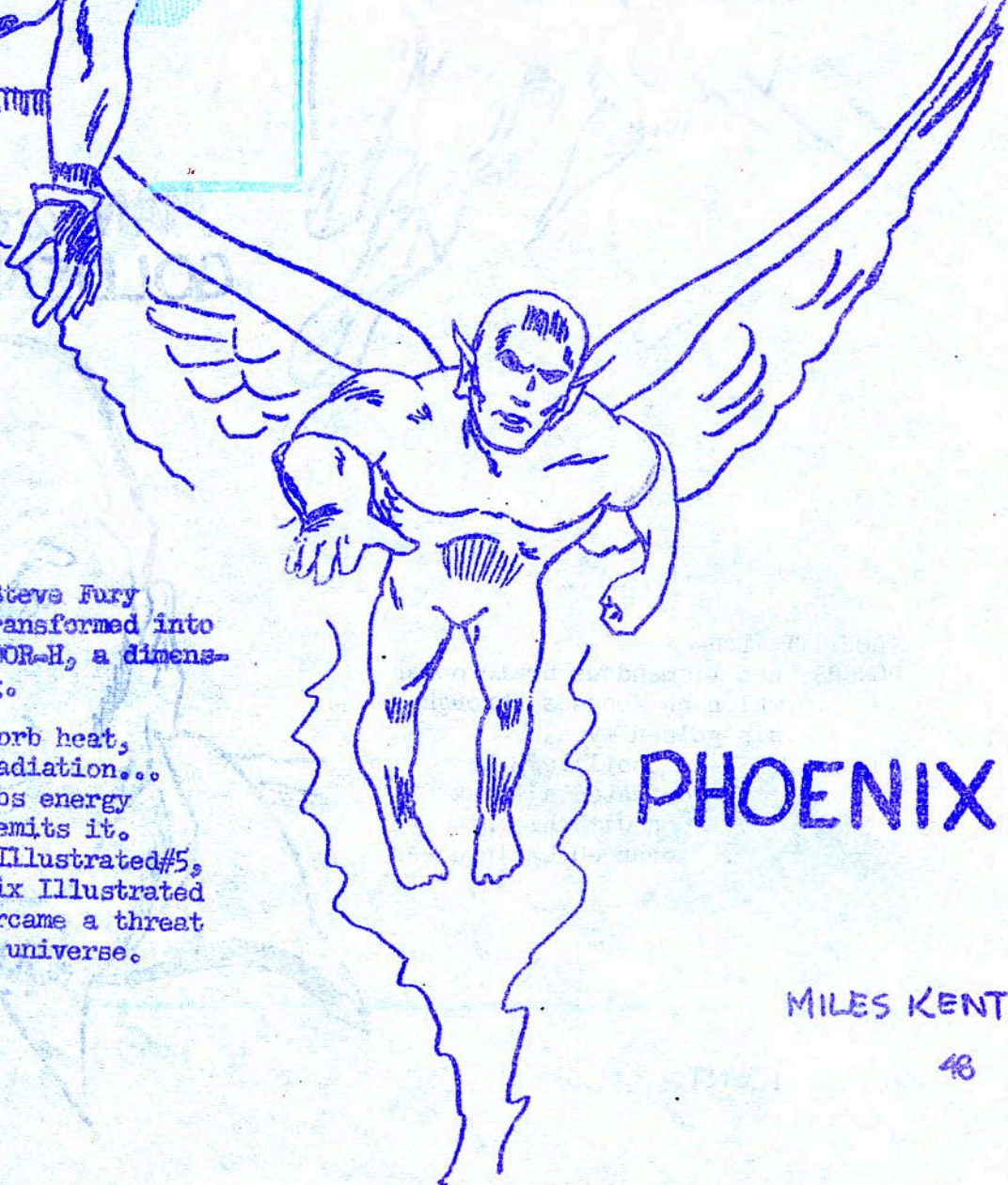


IDENTITY: Ringo Savage
 ORIGIN : A freak radiation scarred and crippled Savage.
 POWERS: The freak accident endowed Ringo with the increase of his brain power many fold.
 APPEARANCES: soon in REB
 GROUP: Death's Warriors

IDENTITY: formerly Steve Fury
 ORIGIN: Steve was transformed into Phoenix by DOR-H, a dimensional being.

POWERS: Able to absorb heat, light and radiation... also absorbs energy as well as emits it.

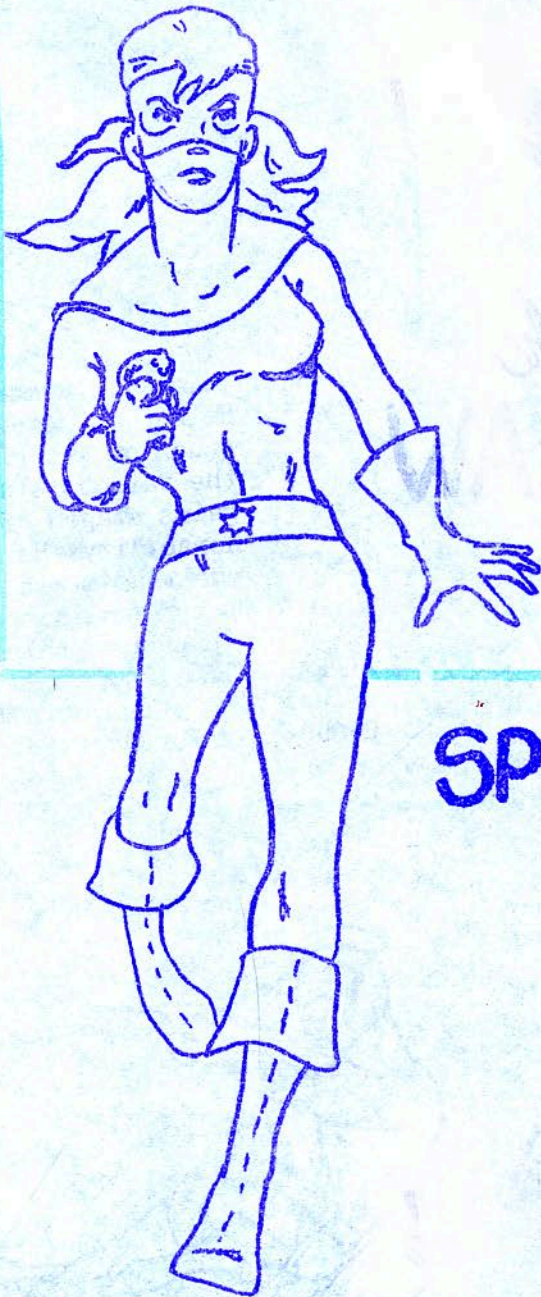
APPEARANCES: Komix Illustrated #5, In Komix Illustrated he overcame a threat to the universe.



PHOENIX

MILES KENTE

SNOW



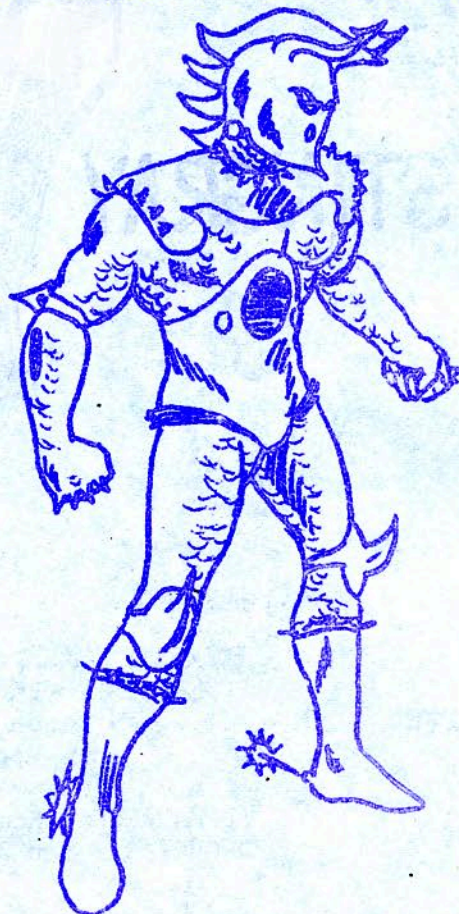
IDENTITY: Cathy Clay

POWERS: Uses a NEZ (near absolute zero) projector to freeze any opposition she may encounter.

APPEARANCES: appeared in All Blue Streak Stories.

by KENTE

SPIKED SMASHER



IDENTITY: The brother of the Thunderbird

APPEARANCES: Super Hero #2

MILES
KENTE



The
CLAW
by KENTE

IDENTITY: Tate, truck driver
POWERS: He has an armband with studs on it. Pressing the various studs, he gains stages of invulnerability. He has enormous strength and has claws that can cut through anything.

APPEARANCES: Komix Illustrated #7, Countdown #1

GROUP: Six For Justice

STINGRAY



IDENTITY: Stingray

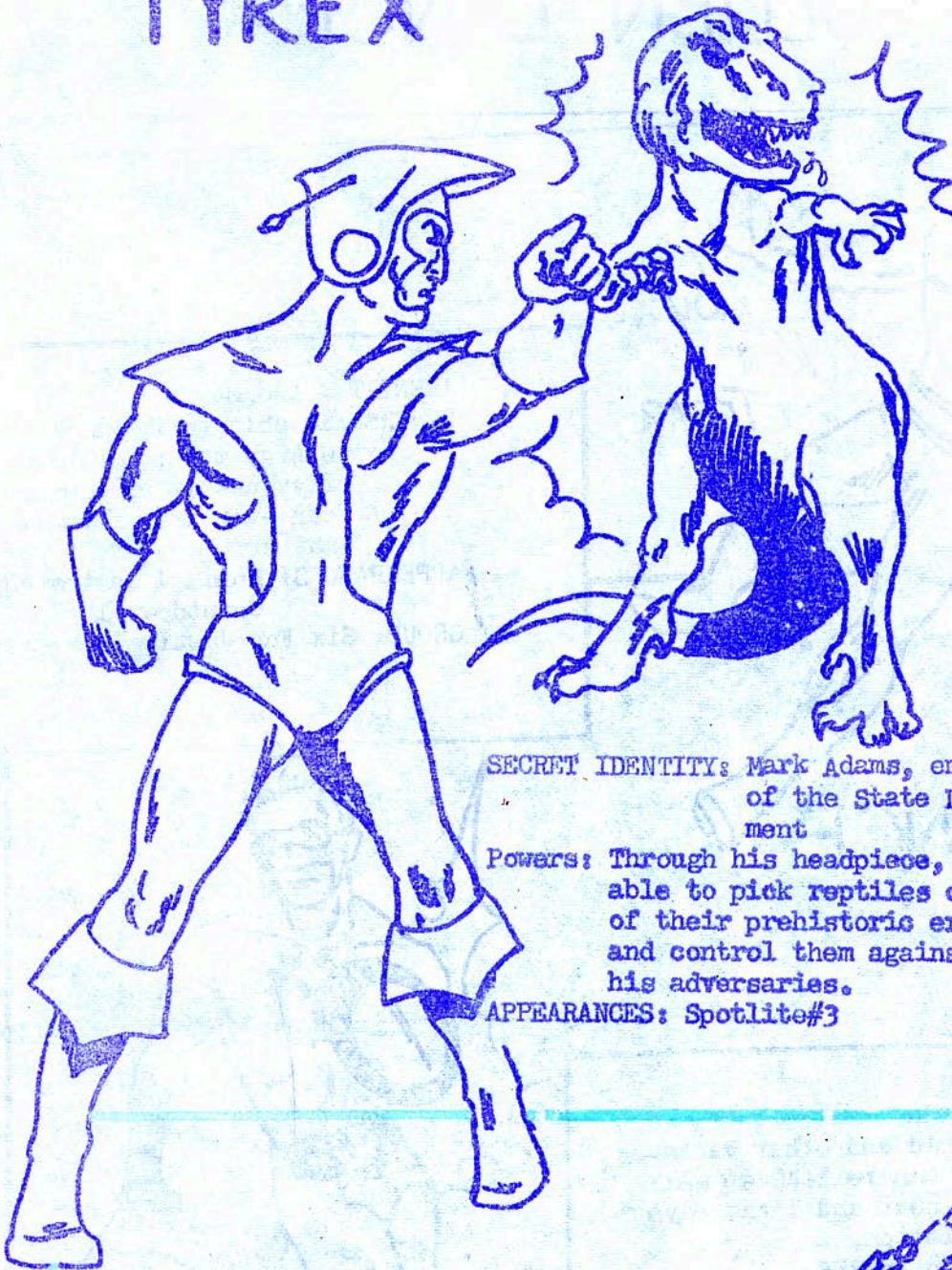
POWERS: A rocket belt for flight, a weapon that shoots needles to incapacitate his foes.

APPEARANCES: Komix Illustrated #7

GROUP: Six For Justice

MILES KENTE

TYREX



SECRET IDENTITY: Mark Adams, employee of the State Department

Powers: Through his headpiece, he is able to pick reptiles out of their prehistoric era and control them against his adversaries.

APPEARANCES: Spotlight#3

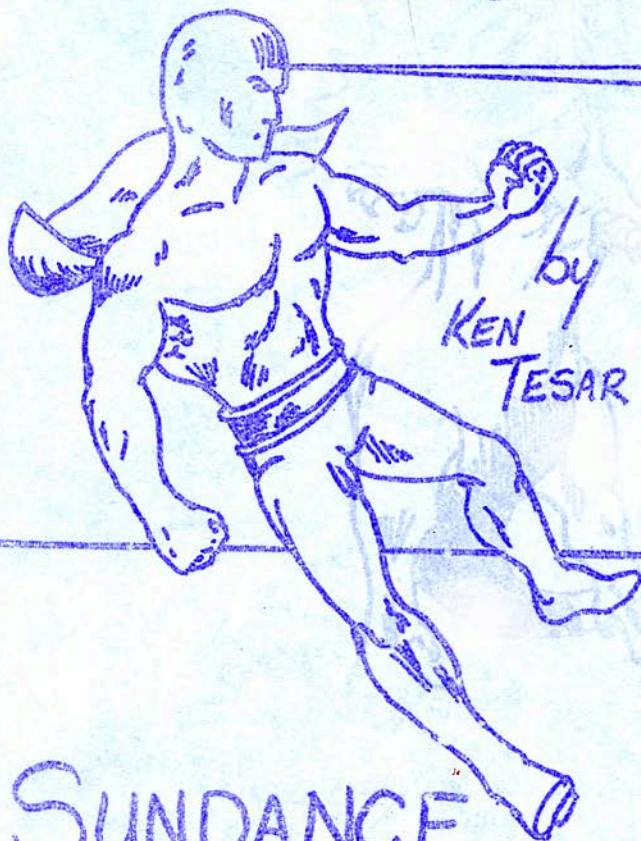
IDENTITY: Unknown, but encountered the Phoenix in a battle. No other info is known about this alien.

POWERS: a super powered ray gun

APPEARANCES: Komix Illustrated#12



GOLDEN LANCE



IDENTITY: Lee Mason

POWERS: is able to focus thought energy to enable himself to fly, use it as a weapon and can even transform it into matter.

APPEARANCES: Komix Illustrated #7 and Countdown #1

GROUP: Six For Justice

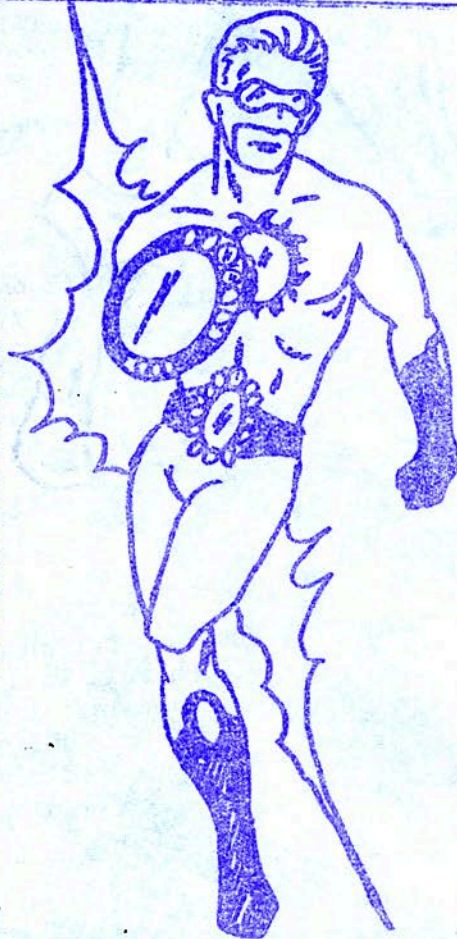
SUNDANCE

IDENTITY: not told

POWERS: his shield and other various mirrors can reflect as well as emit heat and light rays and radiation.

APPEARANCES: soon in REB

GROUP: member of Death's Warriors



by KEN TESAR

KENTE

MR. DEATH

by KEN
TESAR

IDENTITY: not told

POWERS: with an invulnerable rubber-
like body and a sure-shot eye
plus the quality of leadership.

APPEARANCES: soon in REB

GROUP: member of Death's Warriors



MIRAGE MASTER

IDENTITY: Mike Martin, actor

POWERS: as a master of mirages, his
eyepieces enable him to
differentiate from what is
real and what is not

APPEARANCES: Komix Illustrated #7
and Countdown #1

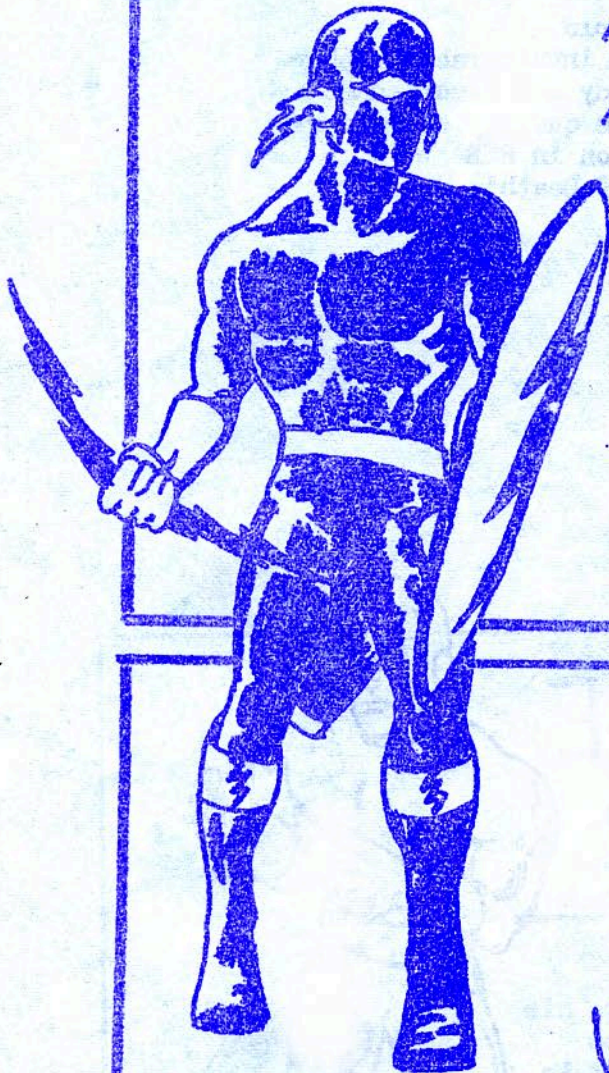
GROUP: one of the Six for Justice



KENTE

BLACK LIGHTNING

by
KEN
TESAR



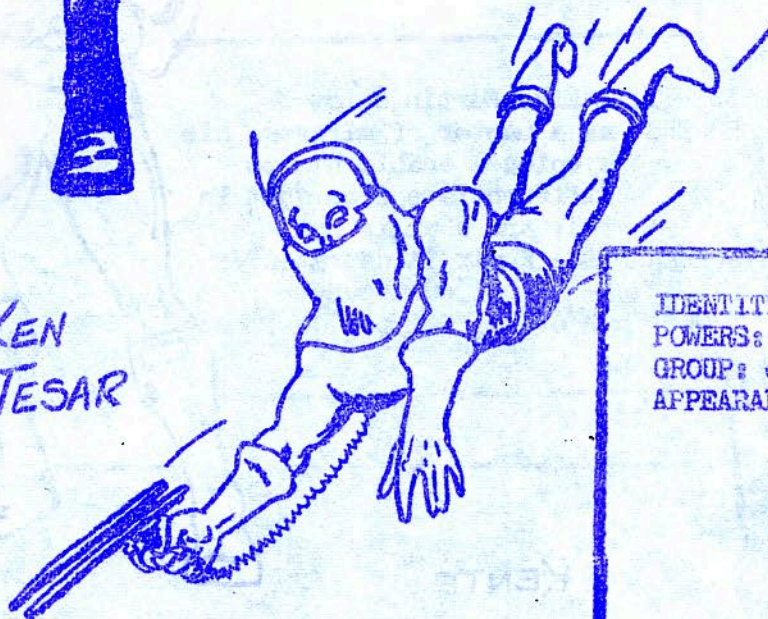
POWERS: can hurl energy bolts from behind his energy protected shield.

APPEARANCES: appeared with his reverse twin, White Lightning in Fighting Hero comics.

KENTE

KANDAR

by
KEN
TESAR



IDENTITY: Spaceman

POWERS: a dual ray-blaster weapon.

GROUP: one of the Six for Justice

APPEARANCES: Komix Illustrated #7, and Countdown #1

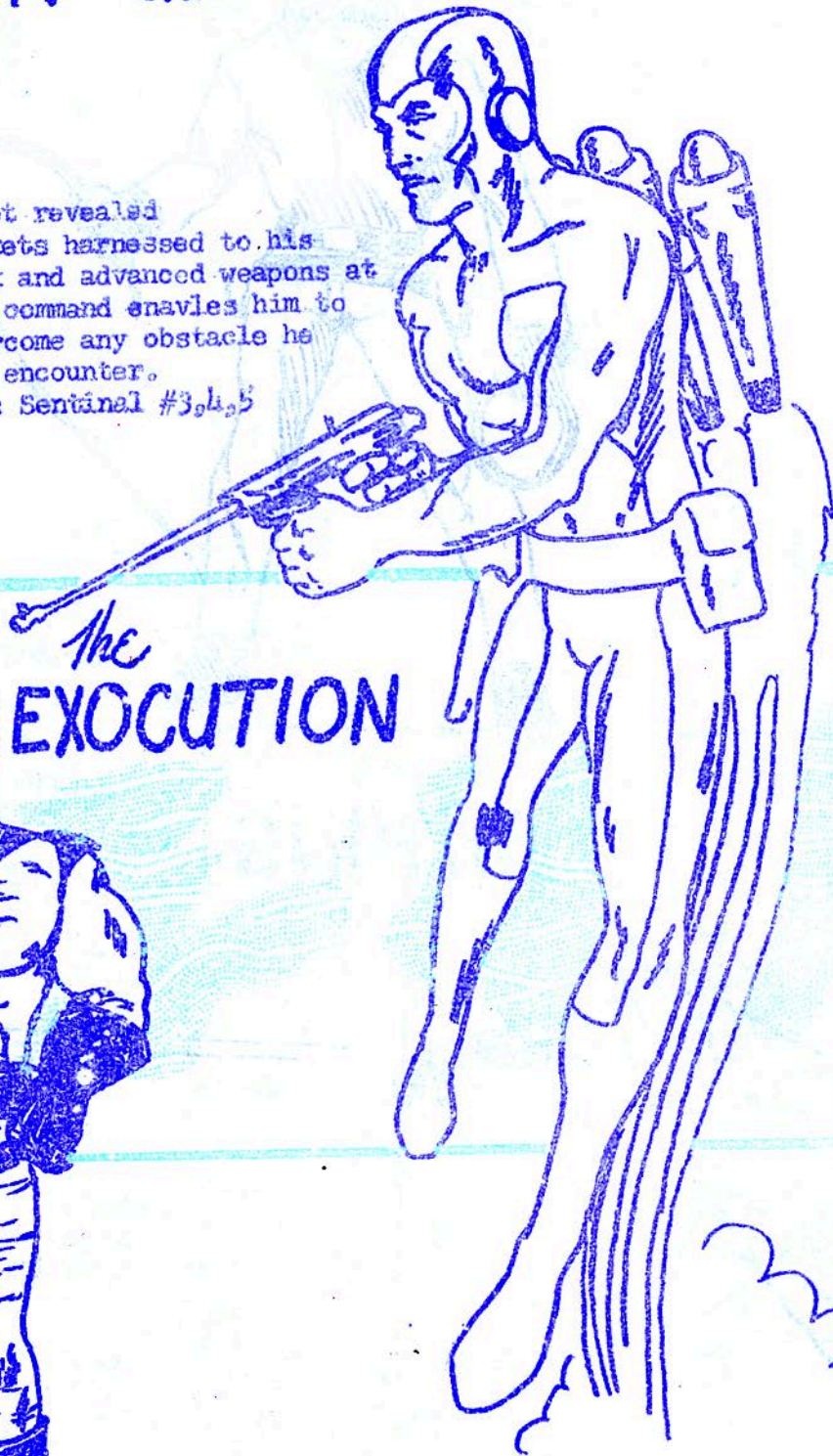
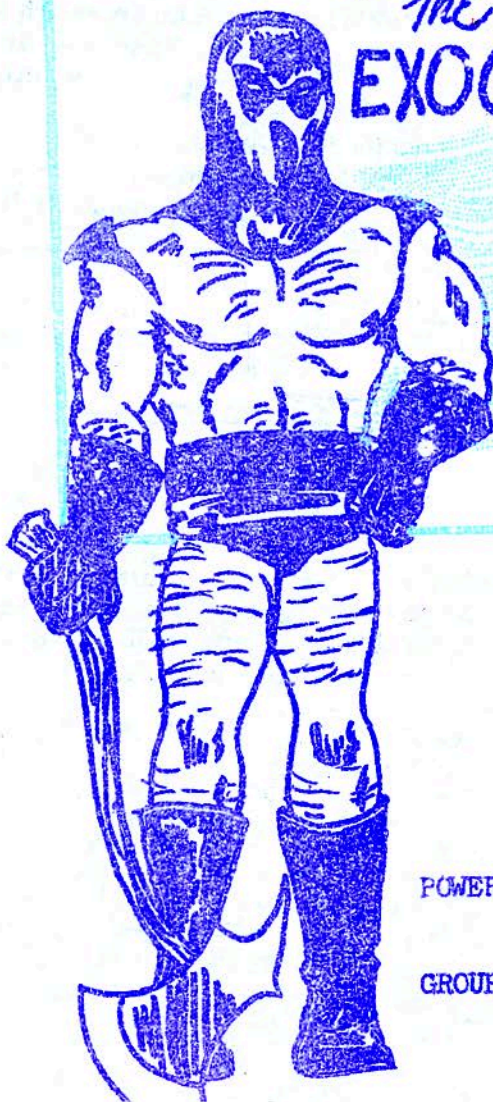
GOLDEN GLADIATOR

IDENTITY: not revealed

POWERS: Rockets harnessed to his back and advanced weapons at his command enables him to overcome any obstacle he may encounter.

APPEARANCES: Sentinel #3, 4, 5

The EXOCUTION



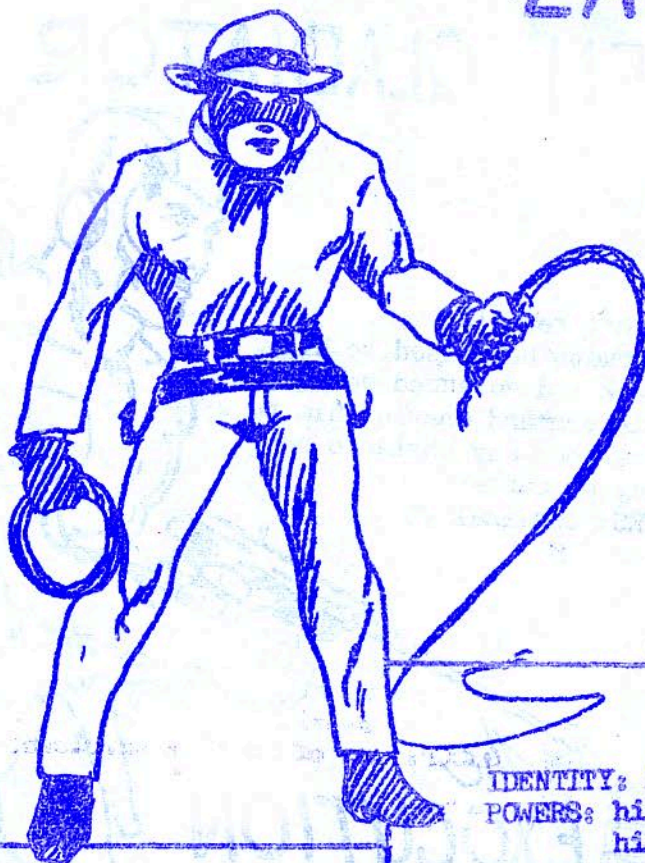
POWERS: Stout strength, an executioner's ax which can cut through heavy steel.

GROUP: one of Death's Warriors.

KEN

LASH

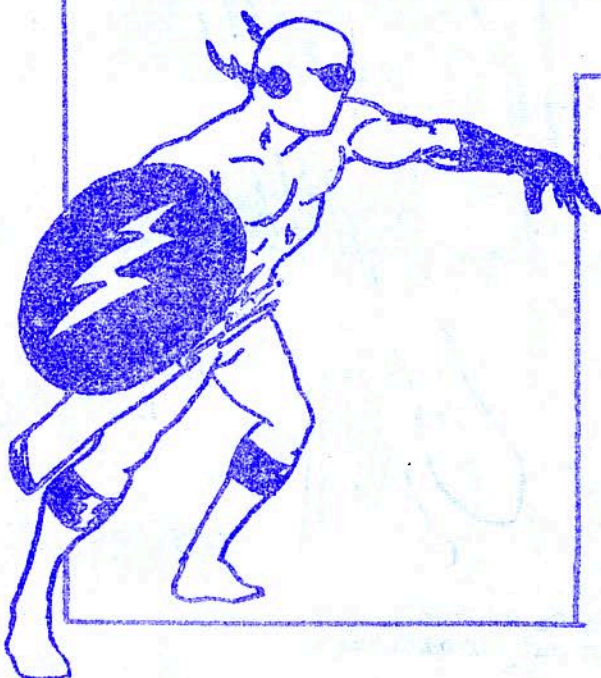
by
KENTE



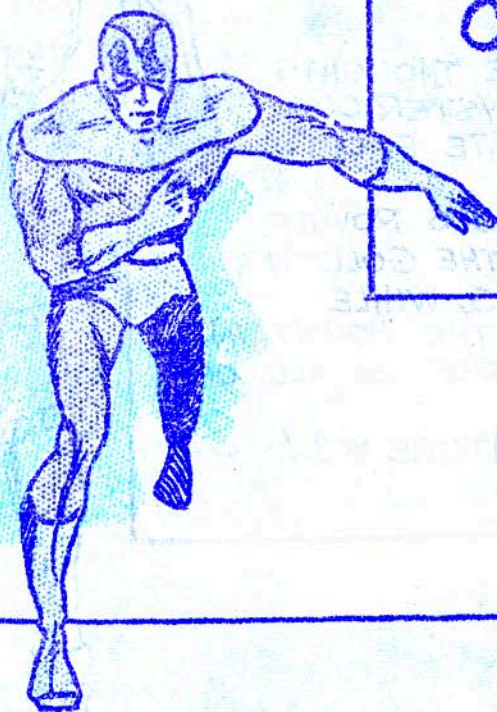
IDENTITY: Alan Hunter, ranch owner
POWERS: his dual identity utilizes
his prowess as a whip ex-
pert.

GROUP: Six For Justice
APPEARANCES: Komix Illustrated #7
and Countdown #1

WHITE LIGHTNING



IDENTITY: brother of Rik. Lightning
POWERS: energy bolts and shield.
APPEARANCES: Fighting Hero comics with
Black Lightning



CAPT. DANGER

Origin: Not revealed yet

Powers: acrobatic skill for split second action.

(appeared in Brave Adventure #2&3.

He's a great patriotic hero of the past.

by CHUCK DEAN

CAPT. NOVA

Origin: Powers obtained from freak atomic accident.

Powers: Flight; resistance to heat and the cold. Able to live for long periods without oxygen.

(appeared in Komix Thrills #1)



by CHUCK DEAN

The SEARCHER

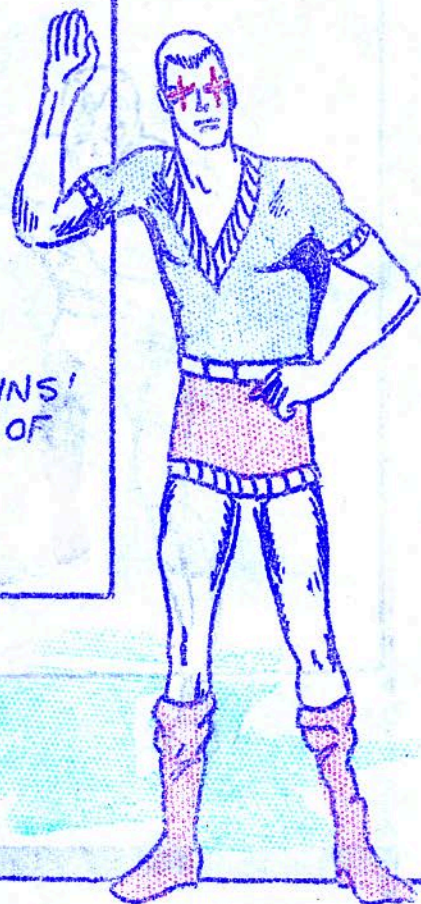
ALTER-EGO: MARTIN GREY

POWERS: CAPABLE TO RECIEVE THOUGHTS AND STRENGTH FROM THE MYSTERIOUS BEING! POWER BEAMS EMINATE FROM HIS EYES!!!

ORIGIN: CHOSEN BY MYSTERIOUS POWER (NOT YET REVEALED) TO HAVE THE GOLDEN MEDAL OF PHYSCIC POWERS, WHILE ON AN EXPEDITION HIGH IN THE MOUNTAINS! THE GOLD MEDAL IS THE SOURCE OF ALL OF THE SEARCHER'S POWERS!!!

APPEARED IN: BRAVE ADVENTURE *1!

GROUP: NONE!



by CHUCK DEAN



The VIKING

ALTER EGO: NONE REVEALED BY AUTHOR YET!

POWERS: MANY PRESENTED, BUT NONE ARE FULLY FINALIZED!

ORIGIN: A VIKING FROM THAT AGE OF NOBLE FIGHTERS, WHO WAS KEPTED IN SUSPENDED ANIMATION THROUGH THE AGES, UNTIL HE CAME TO OUR PRESENT TIME, WHERE HE WAS RE-LEASED!!!

APPEARED IN: BRAVE ADVENTURE *2

GROUP: NONE!

by CHUCK DEAN

BLACK WIDOW

Origin: One time wrestler strikes at gang leader for dis-figuring top half of his face so he continues to wage war on crime.

Powers: None; but agility of a wrestler
(Soon to appear in Super Theatre)



by
TIM
TUTTLE

WARLOCK

by
JOHN
CHAMBERS

Secret Identity: None

Job: None

Powers: Knowledge of Black Magic. Strange powers, strange weapons and stranger villains.

Origin: He is a true warlock. His father was a Warlock before him and his father before him etc... He became discouraged from practicing his black magic on people who are inhabitants of a small village and who stormed his castle and burned all of his belongings. He escaped, however, and he travelled all over the world in search for a new place for his castle. In the course of his journeys, he came to realize that there was no profit in Black Magic so he turned towards super hero-ing. He came to be very fond of his occupation and liked nothing more than to thwart Satan's followers from committing their evils.

Disadvantages: He can't break through anything made of silver. He can be killed by touching an iron cross.



SILVER BOLT

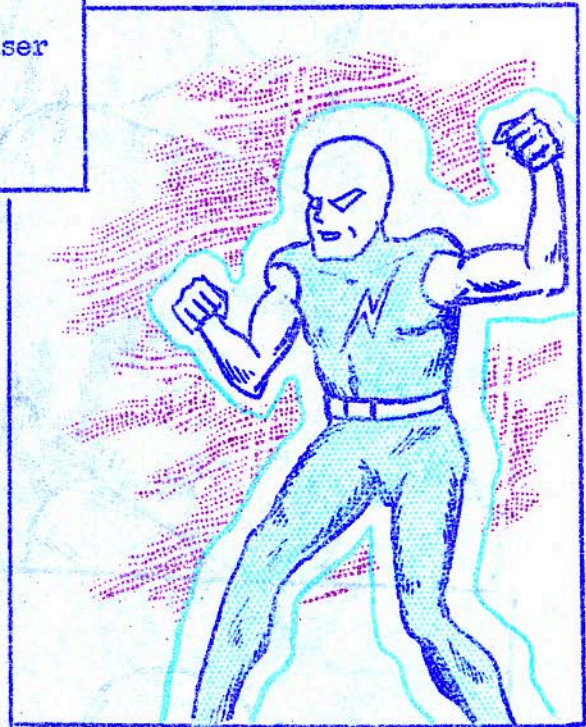
Secret Identity: Jim Daners, Astronomer

Origin: was a witness to a super-nova through a super powerful telescope. He had become a 'sponge' to light. Without light, he can die.

Powers: Ability to give off light. Has a laser beam (concentrated light) and solid (or semi-solid) light shield.

Disadvantages: weakness to darkness

by JOHN
CHAMBERS



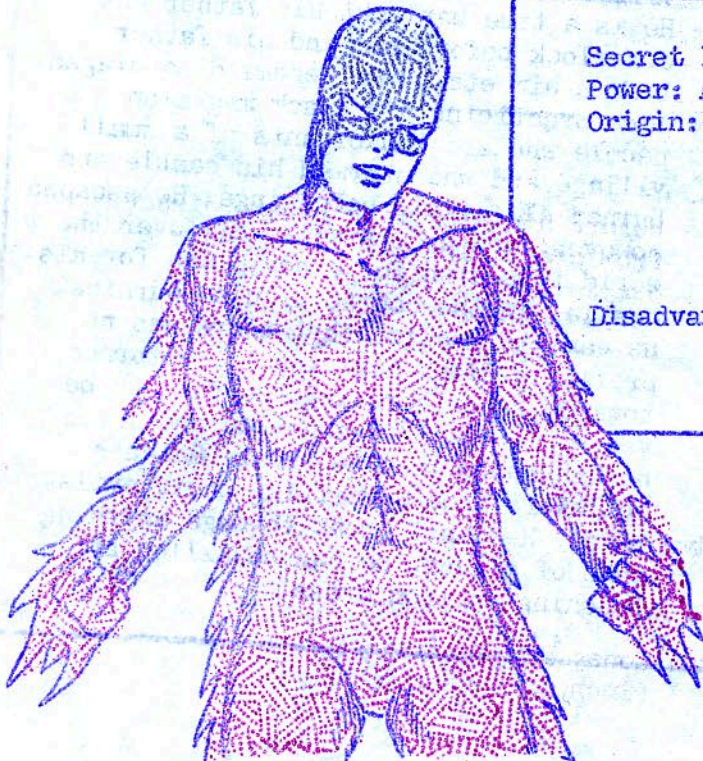
FIREBIRD

Secret Identity: Ted Stuart, Physist

Power: Ability to give off heat

Origin: He was exposed to an extremely large amount of radiation. The radioactive isotopes that he was exposed to, had previously been exposed to infra-red radiation. Somehow it gave him the power to give off heat via infra-red rays.

Disadvantages: He can not use his power for long periods of time or in large amount since it would cause him to disintegrate



by JOHN
CHAMBERS

DISCUS THROWER

by JOHN CHAMBERS

Secret Identity: Ed Anderson, Boxer

Origin: It all started out as a publicity gag--Ed would capture two phoney crooks who had just robbed a grocery store but when Ed went to clobber the crooks they had different ideas and opened fire. Ed leaped into a doorway to escape the bullets and there he met a toy inventor who had just had his latest invention rejected for being too brutal. Grabbing the weapon and using it against the crooks, he was surprised to learn that it shot little discs and proved quite an effective weapon.

Powers: Titanic muscles and discus gun

Disadvantages: He's rather dumb (punch drunk)



SILVER GUARDIAN

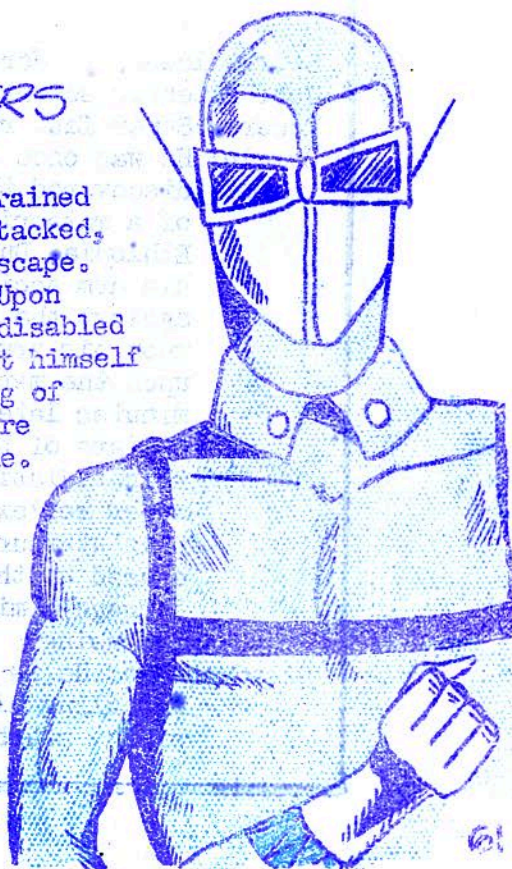
by JOHN CHAMBERS

Secret Identity: Joseph Leis, Draftsman

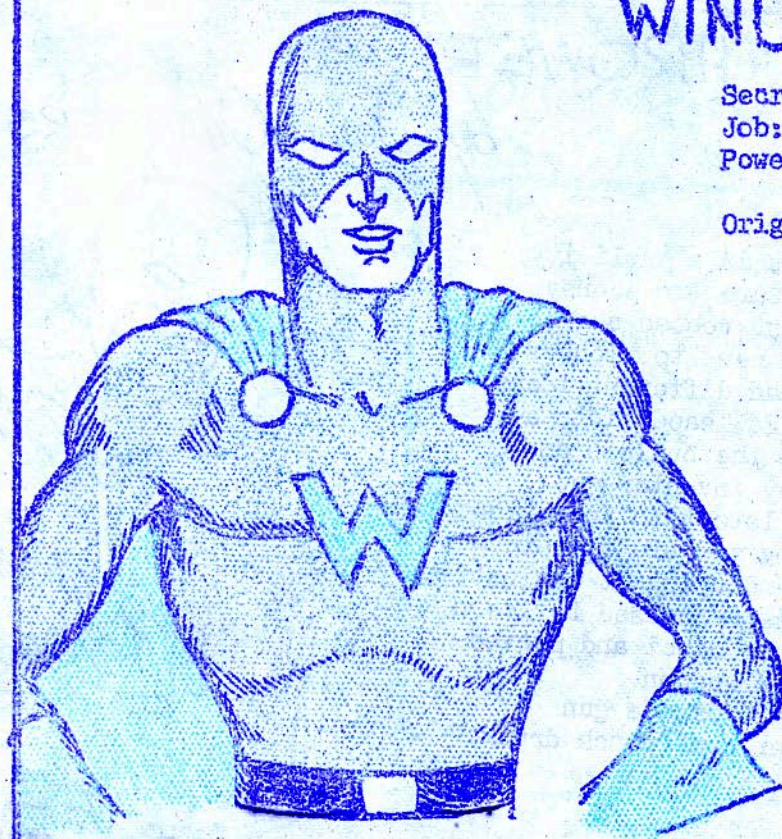
Origin: He was born on a distant planet and was trained as a soldier. When his mother ship was attacked, he and his comrade were the only one to escape. They travelled until they came to Earth. Upon entering the atmosphere, the ship became disabled and crashed. Only our hero escaped. He put himself in suspended animation to await the coming of his compatriots. His friends were not aware that he had survived, so they did not come. After many years, the cave that he was concealed in, was opened, so he went out to investigate. He soon became aware of the surprising amount of crime in the world and so he dedicated himself to fighting crime.

Disadvantages: Ammonia is an unknown gas upon his planet so when he is exposed to the fumes, he is helpless.

Powers: Flying jets on his boots, ray guns, infra red goggles, radio receiver, oxygen converter, and an extra strong uniform.



WINDSMAN



Secret Identity: None

Job: None (other than super-doing)

Powers: Complete control over the four winds.

Origin: Prior to his present occupation of a super hero he was a free lance mountain climber and guide. The call of the wild hit him one day where a friend of his lived. He came upon invitation for a climbing party by his friend, Yatse Wing. They were to climb the treacherous Tibichi Mt. in the Altai Mtn. region near the town of Darby. This mountain which was not exceedingly tall, had never been climbed by anyone in history for some strange reason. Joseph Ross (later alias the Windsman) climbed this mountain and found that it was the home of the wind gods. For his sole bravery he was bestowed with a magic amulet by which he receives his powers.

BLUE BLAZER

by J. CHAMBERS

Secret identity: Jerry Chandler

Job: Research scientist

Powers: Super fast reflexes

Origin: He was once a researcher who discovered the molecular structure of a meteorite that fell in Ethiopia. During the experiment his arm accidentally brushed against the meteorite. The sweat upon his arm acted as a catalyst upon the meteorite and a few minutes later it disintegrated into a flare of blue radiation. From this radiation he acquired his super reflexes and also a strange blue starburst on his forehead caused by the radiation going through a microscope that Jerry was using.

Disadvantage: He is always in danger of revealing his identity because of the starburst on his forehead.



SPYMASTER

IDENTITY: "John Smith" spy for hire

ORIGIN: he was born in Hungary where he learned of tyranny. Between the ages of 10 and 18, he was raised in Italy where he learned the fine art of thievery. He later came to America where he became chief operative for Spys inc.

POWERS: craftiness, stealthfulness and marksmanship

APPEARANCES: none yet

by JOHN CHAMBERS



ACE MERRIEUSE

IDENTITY: "Ace" Merrieuse alias the "BEEF"

MORE INFORMATION: Ace is a Frenchman who is sometimes the companion of Spy Master. He is known as only the Beef ~~was~~ a Russian. He pledges loyalty to America ~~and~~ has his ways with girls!!!

by JOHN CHAMBERS



LT. VICTORY

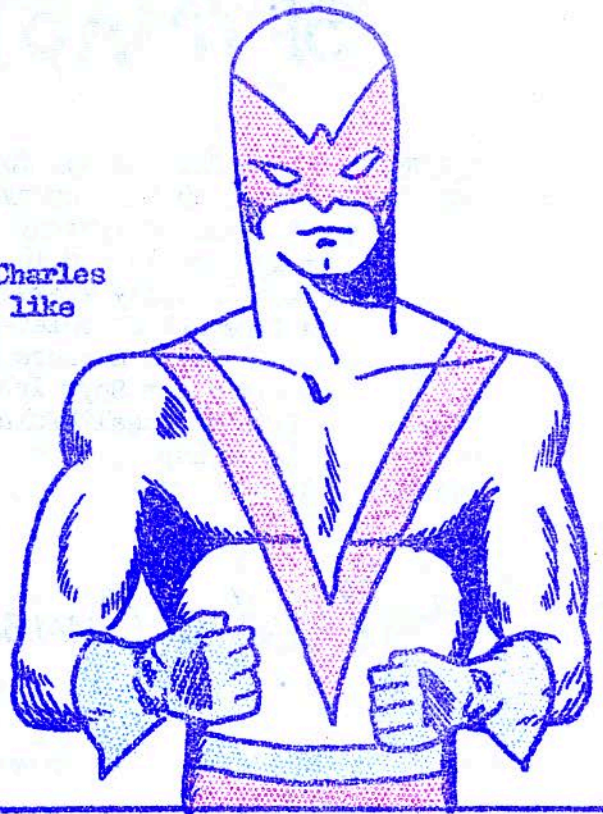
IDENTITY: Charles Williams, actor/acrobat

ORIGIN: His father drank himself to death so Charles swore he would never end unsuccessful like his drunkard father.

POWERS: indomitable to win and also the strength of an enraged bear

APPEARANCES: none as of yet

by JOHN
CHAMBERS



The BLACK CLOAK

IDENTITY: Bill Wade, private detective

ORIGIN: he is a private detective and whenever an unusual and mysterious case arises, he switches to his identity of the Black Cloak

POWERS: cloak, head-covering, gloves, pants and boots can blend into the shade of darkness like a chameleon

APPEARANCES: none yet but soon

by JOHN
CHAMBERS



DEFENDER

ALTER EGO: DISTRICT ATTORNEY
CARL REED!

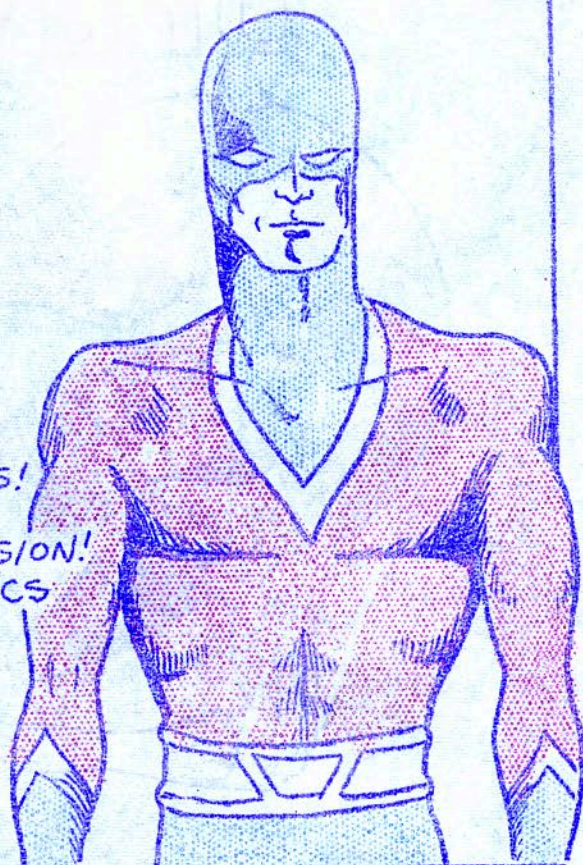
POWERS: SUPER STRENGTH, FLIGHT,
ABILITY TO LIVE IN ANY ENVIRONMENT,
PARTIAL INVULNERABILITY!

ORIGIN: CARL DECIDED TO FIGHT
CRIME IN DISGUISE WHEN HE
FOUND HE COULDN'T ALWAYS
DO SO AS DISTRICT
ATTORNEY DUE TO LEGAL LOOPHOLES!
HE WAS GIVEN SUPER POWERS
BY A SCIENTIST OF ANOTHER DIMENSION!

APPEARANCES: STAR STUDDED COMICS
*1,2,4!

GROUP: LIBERTY LEGION!

by LARRY HERNDON



BLACK CRUSADER



ALTER-EGO: NONE RELATED
TO THE EDITORS OF THIS
FANZINE!

POWERS: EVERY POWER
IMAGINABLE!

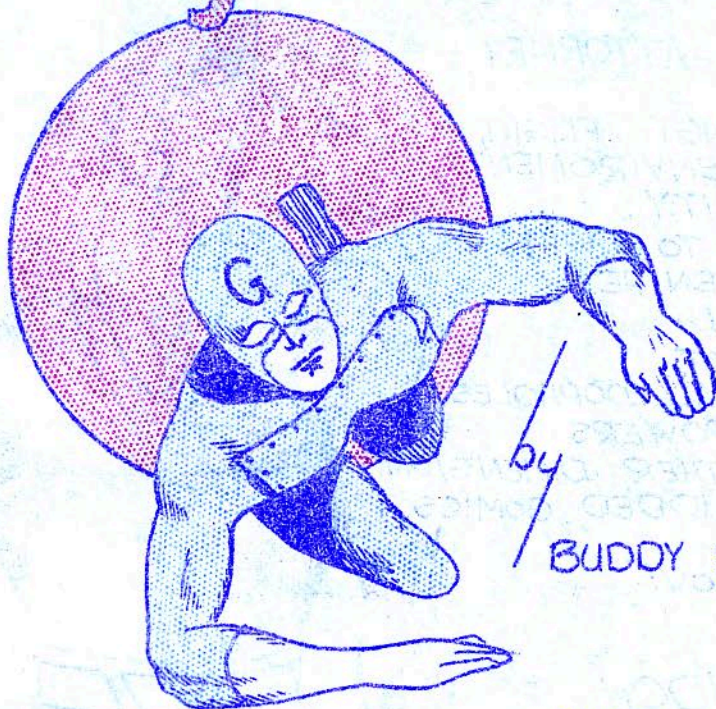
ORIGIN: THIS CHARACTER
WAS GIVEN SUPER-POWERS
WHEN AN ENERGY BEING
FROM SPACE, FUSED WITH
HIS BRAIN!!!

APPEARANCES: HERO *1

GROUP: NONE!

by LARRY HERNDON

graviteer



Secret Identity: Ken Ward

Origin: Ken invented a boring machine and was the first to pass through the center of the Earth. As a result, he gained his marvelous power.

Powers: he can control the law of gravity and thus controlling the gravity pull of his own body which let's him fly.

Appearances: Comic Fan #1(origin), Rocket's Blast #7,9 Fighting Hero #6,9... In #9 he was killed when he was fighting Chimera, a villain.

by
BUDDY SAUNDERS

ONE OF THE FIRST COMICDOM
HEROES TO DIE IN ACTION!
1964!

DEMON

Secret Identity: Dan Pratt

Origin: While exploring caves, Dan's friends were mysteriously killed. He comes across a Sanctum of the ancient medieval sorcerer, Geraldin. He discovers the secrets of the dead sorcerer, and he thus becomes the demon.

Powers: can read mind of men dead for a short time. Can cast spells/sometimes they give the wrong results. He can cast spells for many self-benefiting purposes, (no invulnerability)

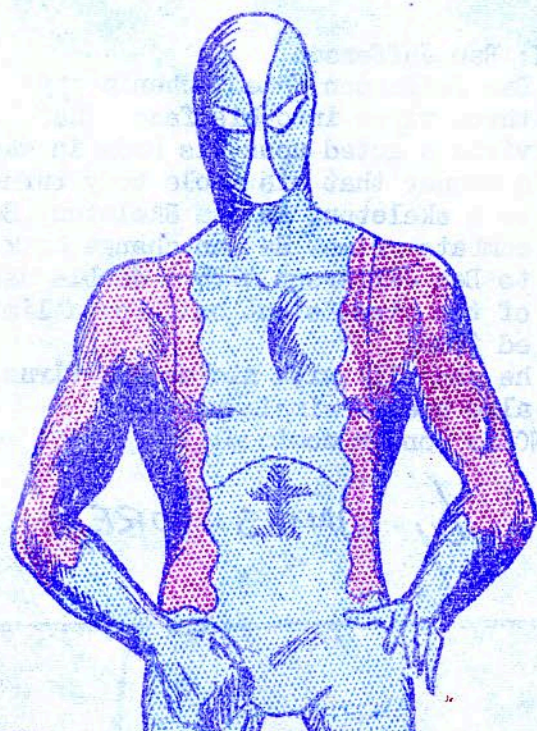
Appearances: Comic Fan #1(origin) Komix Illus. #7,11 Fighting Hero #1,2,6,9 Komix Illustrated #12

by
BUDDY SAUNDERS



CHANGLING

by BUDDY SAUNDERS



Secret Identity: Bret Reed

Origin: Bret Reed, prisoner in the East Berlin sector was submerged in a vat of liquid protoplasm by the communists. The protoplasm joined with that of his body turning him at will into a liquid protoplasmatic form.

Powers: Imitates objects by altering his form, first he must change into protoplasm then into the desired object. Cold nullifies his power as does the intense heat.

Appearances: Star Studded Comics #1, 2, 3, 4

MERCURY

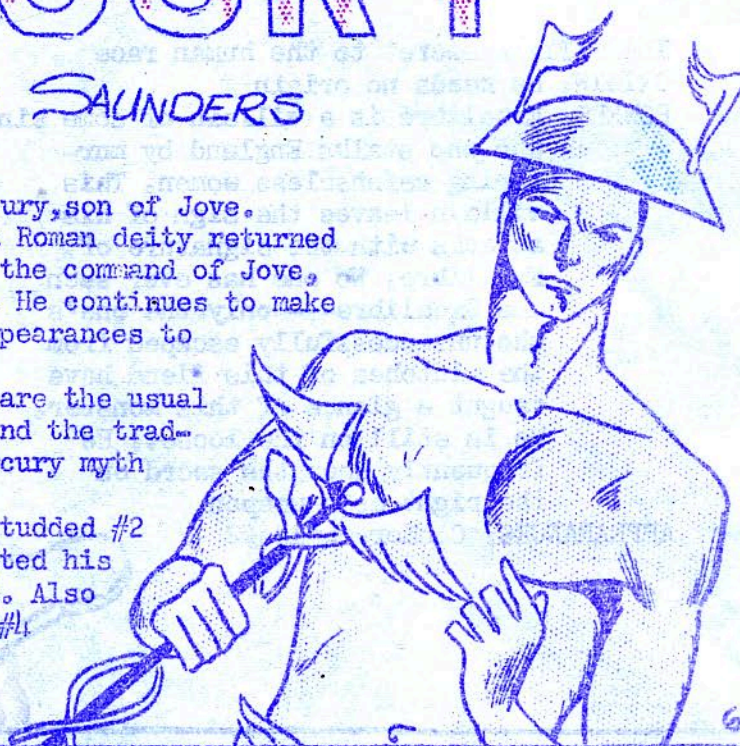
by BUDDY SAUNDERS

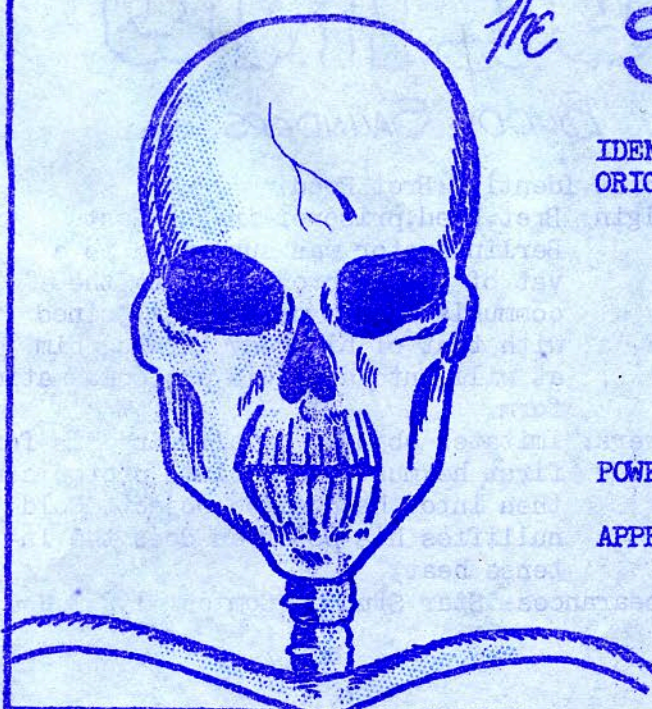
Alter Ego: Just Mercury, son of Jove.

Origin: Mercury is a Roman deity returned to Earth on the command of Jove, his father. He continues to make frequent appearances to Earth.

Powers: His powers are the usual godly bit and the traditional Mercury myth powers.

Appearances: Star Studded #2 presented his origin. Also in SSC #1.





The SKELETON

IDENTITY: Ben Jefferson

ORIGIN: Ben Jefferson "died" when a spy threw virus into his face. The virus's acted upon his body in such a manner that his whole body turned to a skeleton. As the Skeleton, Ben combats crime. He can change back to Ben Jefferson with a double use of the virus's but only for a limited time.

POWERS: he can kill with his deadly virus, also uses a simple pistol

APPEARANCES: Condor comics #1,2

by JAMES TOREN

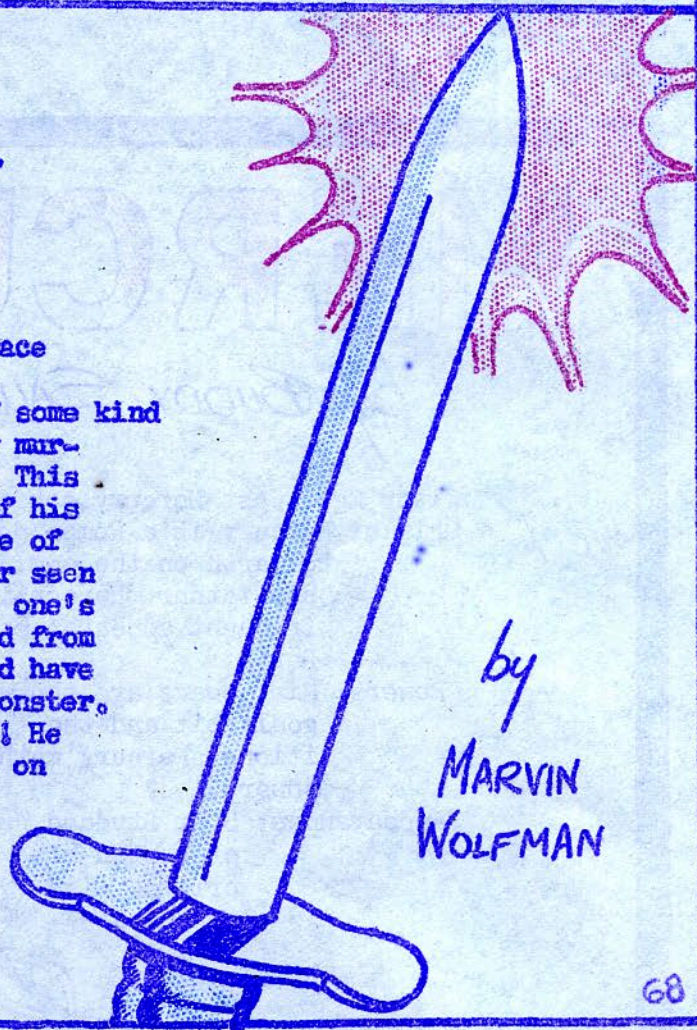
EXCALIBRE

IDENTITY: A secret to the human race

ORIGIN: he needs no origin

POWERS: Excalibre is a villain of some kind who stalks England by murdering defenseless women. This villain leaves the sign of his attacks with the signature of Excalibre. No one has ever seen the Excalibre---only the one's who unsuccessfully escaped from the clutches of this fiend have caught a glance of this monster. He is still on the loose!! He frequently uses the sword on the right as a weapon.

APPEARANCES: Condor comics #2



by
MARVIN
WOLFMAN

CAPT. OCCULT

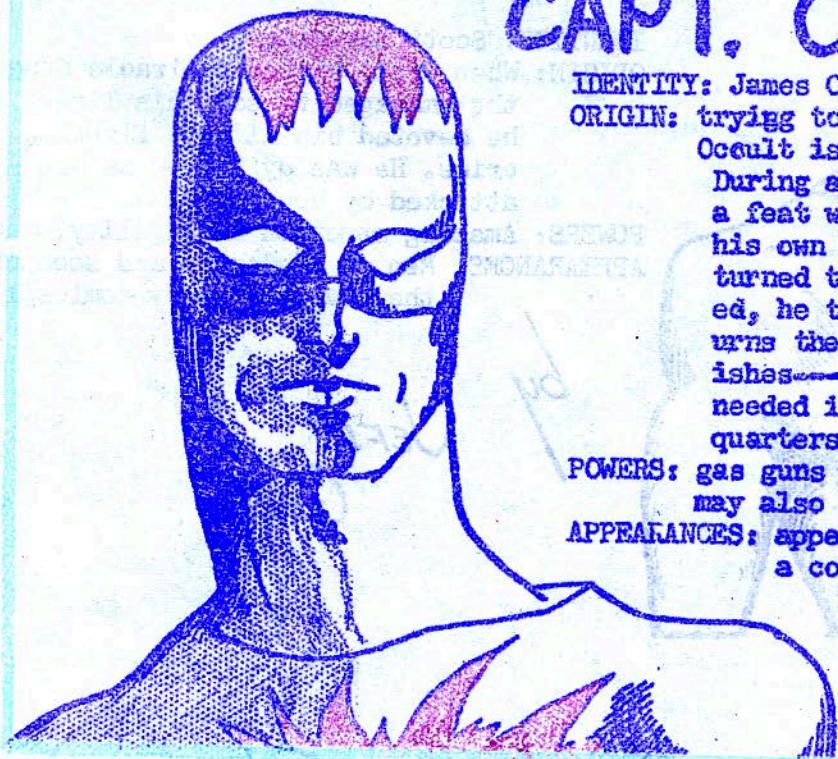
IDENTITY: James Occult, master magician

ORIGIN: trying to capture some crooks, James Occult is shot to death by the crooks.

During an act, Occult had performed a feat wherein he actually stopped his own heart beat, died and then returned to life. Having this accomplished, he then captures the crooks, returns them to the police and then vanishes---until the time he is then needed in the Limbo World, his headquarters.

POWERS: gas guns puts victims to sleep---he may also summon dead people to his aid.

APPEARANCES: appeared in Fantasy Hero #3 as a contest entry---soon in Men of Mystery and Mask and Cape as stories.



by JEFFERY GELB

POLARIS

IDENTITY: Carol Swan, a technical secretary. Formerly employed by Jonas Johnson...she is now a free-lancer. Has security clearance.

ORIGIN: While serving as a secretary for Jonas Johnson(Rocketman) the pair fell in love. After he revealed his identity to her, he gave her powers as an engagement gift. When Rocketman turned renegade, the engagement was broken and she joined the forces of the law.

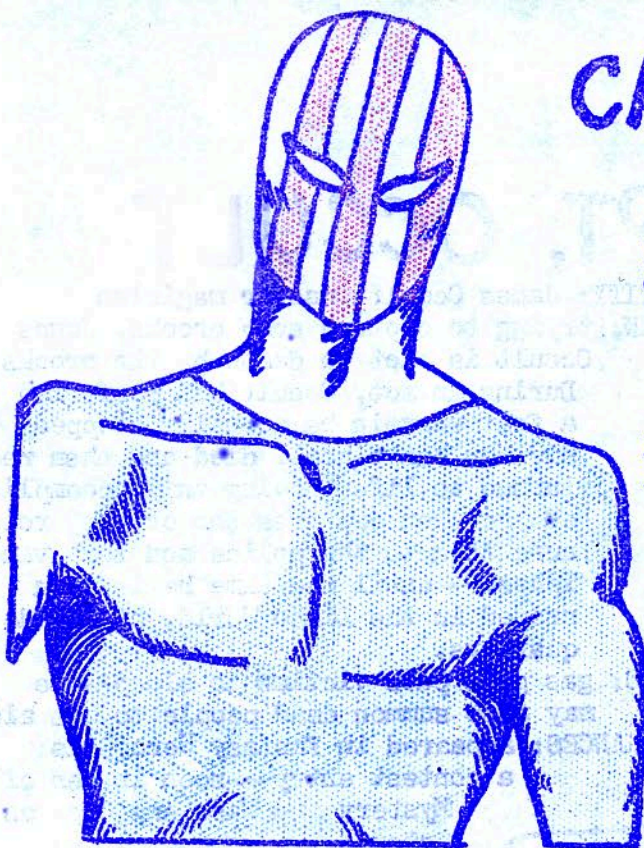
POWERS: Some control over entropy and probability; somewhat like the Scarlet Witch with more control but less power. Also is able to project beams of heat and cold.

APPEARANCES: None to date.



by AL K
KUHFIELD

CAPT. GLORY



IDENTITY: Scott Bartridge

ORIGIN: When Scott sipped a miracle drug that managed to save his life, he devoted his life to fighting crime. He was dy ing ~~as~~ he was attacked by hoods.

POWERS: Amazing strength and agility

APPEARANCES: Men of Mystery#1 and soon on the cover of Glory comics#1

by

JEFF
GELB

MICROBE~MAN

IDENTITY: James Adams, news reporter

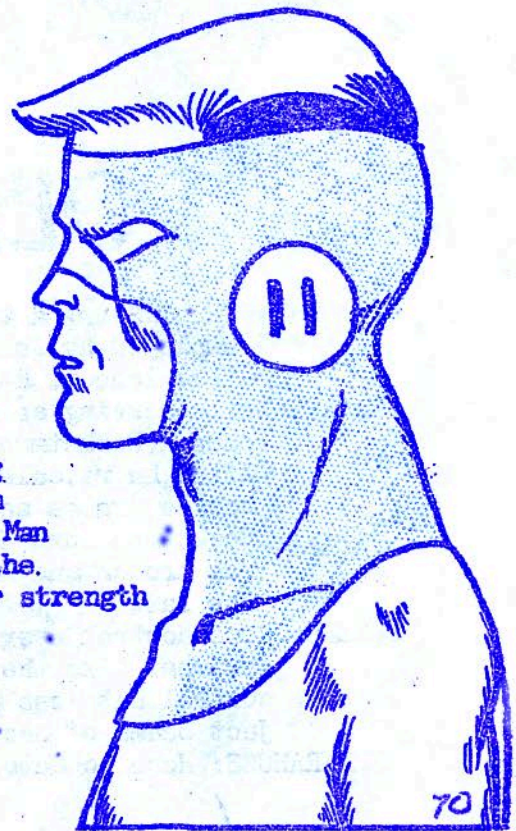
CRIGIN: when James was investigating an underwater case, he was captured in the grip of a radio-active vreature---an octopus. After escaping and killing the octopus, Jim notices that the radiation of the octopus was now flowing through his veins and shrinking him. Jim took this opportunity to become Microbe Man

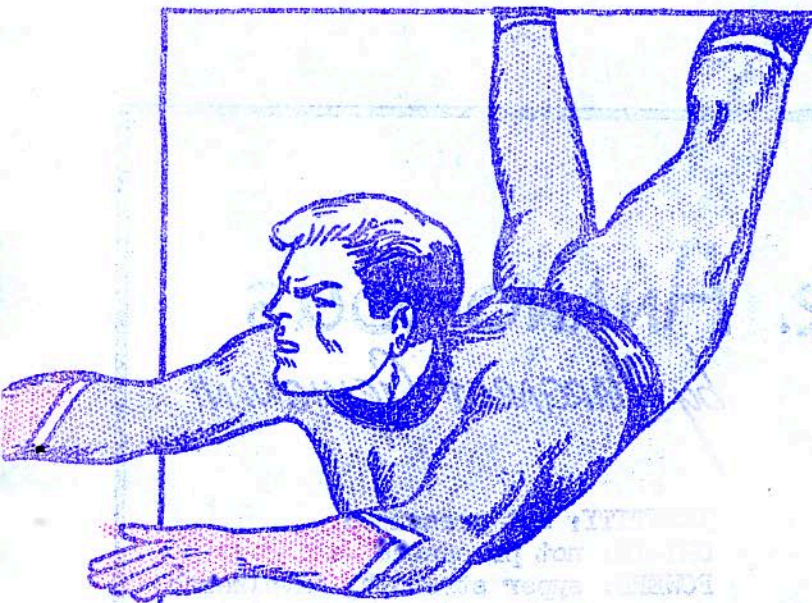
POWERS: no real powers as he can't grow large....he.

must stay in his 3inch height---has super strength

APPEARANCES: only appearance was in Heroes#5

by JEFFERY GELB





ALIEN MASTER

IDENTITY: Dirk Mason, playboy
ORIGIN: alien crashlanded on earth. The sight of the alien ship attracted Dirk to the space ship. Inside the ship, Dirk is met by a dying alien who merges his mind in the body of Dirk thus giving Dirk, double the mentality and super abilities. The alien then died.

POWERS: flight, invisibility, teleportation

APPEARANCES: Dual Identity #1

by CHIK DUBAY
 & MIKE LAURET

METEOR

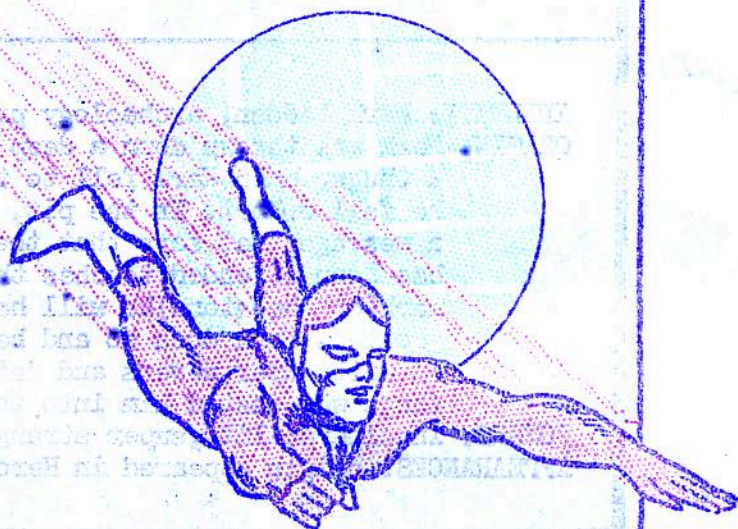
IDENTITY: not told

ORIGIN: not told

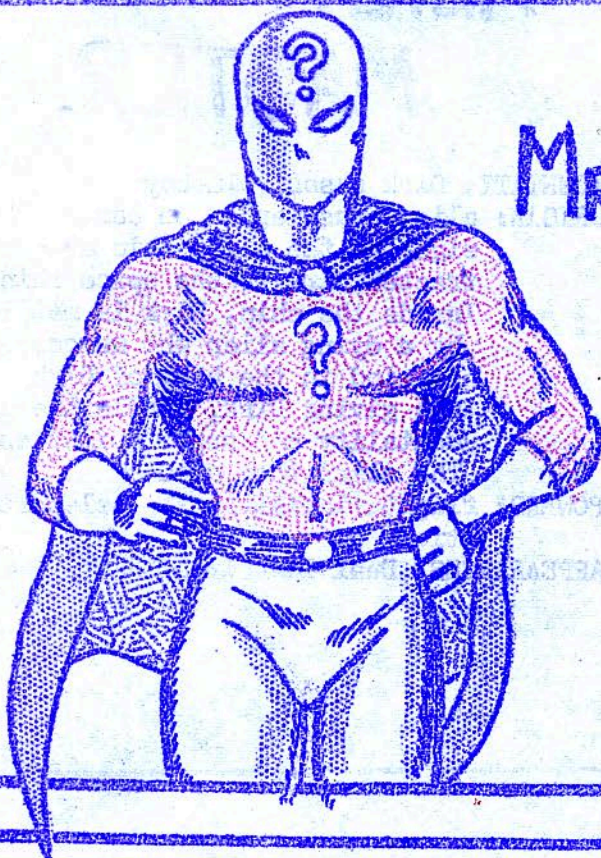
POWERS: flight, super strength, emits rays from his body (all colors and purposes).

APPEARANCES: KOMIX ILLUSTRATED #11

GROUP: the Crusaders



by MICKEY
 MARTIN



MR. ANANOMOUS

by MARGARET GEMIGNANI

IDENTITY: not presented
 ORIGIN: not presented
 POWERS: super strength, invulnerability, adaptability and a super powerful brain.
 APPEARANCES: Mask and Cape #1,2
 GROUP: Vigilantee Committee

IDENTITY: Mark Madden, archeology professor
 ORIGIN: Mark was thrown down a deep hole by 2 thugs. When Mark fell to the bottom, he fell unhurt. In the pit, he notices a message that says that the person who has been offended touches the Silver mark (on the stone) he will have his wish granted. Mark does so and he is gifted with super powers and defeats the thugs who casted him into the pit.

POWERS: invulnerability, super strength, flight
 APPEARANCES: origin appeared in Hero #4

SILVER DEFENDER

by MARGARET GEMIGNANI
 & WAYNE HOWARD



ORIGIN: recieved his powers from 3 chinese priests in the Mountains of Red China. Dedicated his life to fighting communism.

POWERS: flight, super strength

APPEARANCES: The Komix and Komix Illustrated

GROUP: the Crusaders

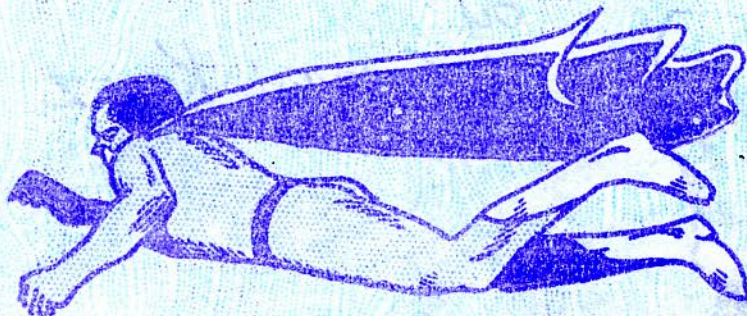
WHITE DRAGON

by MICKEY MARTIN



ASTRO

POWERS: super strong and swift fists---super strength. He used his super strength to destroy an alien machine in Komix Illustrated #11.



ORIGIN: not revealed.

APPEARANCES: appeared in Komix Illustrated #11 in a text story.

GROUP: the Crusaders

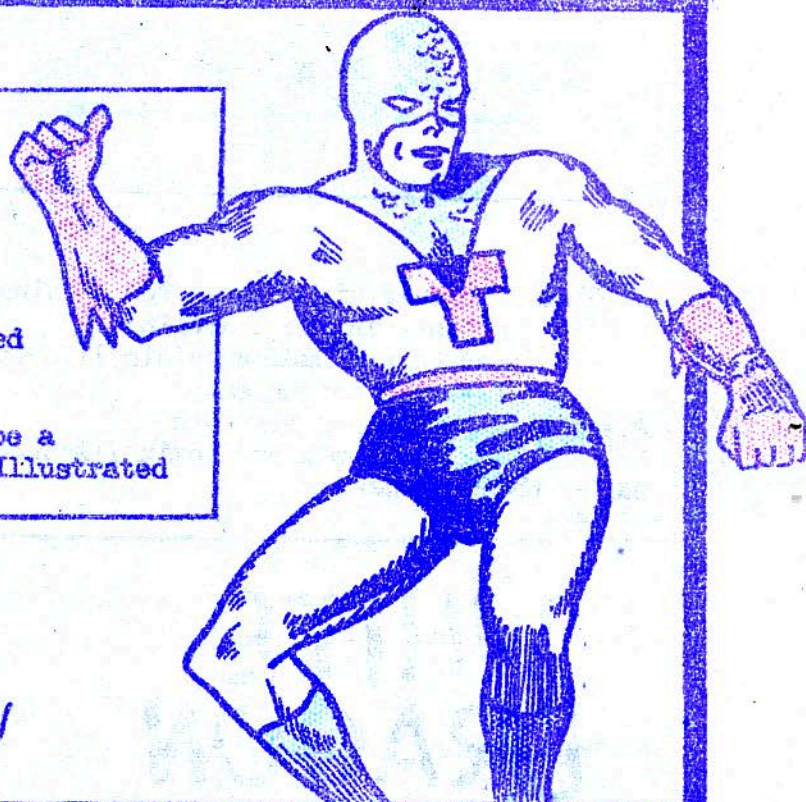
by

PHIL LIEBFRIED

TOAD

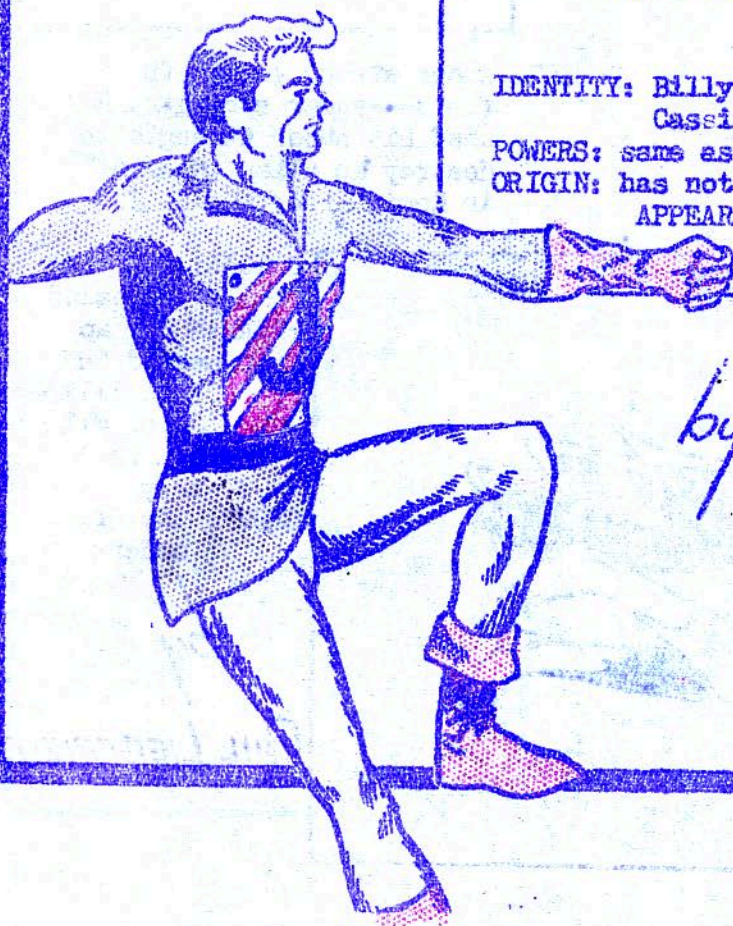
IDENTITY: has not been told
ORIGIN: Soon in Komix Illustrated
POWERS: the leap of a frog and
super strength
APPEARANCES: none, but soon to be a
surprise in Komix Illustrated

by MICKEY
MARTIN

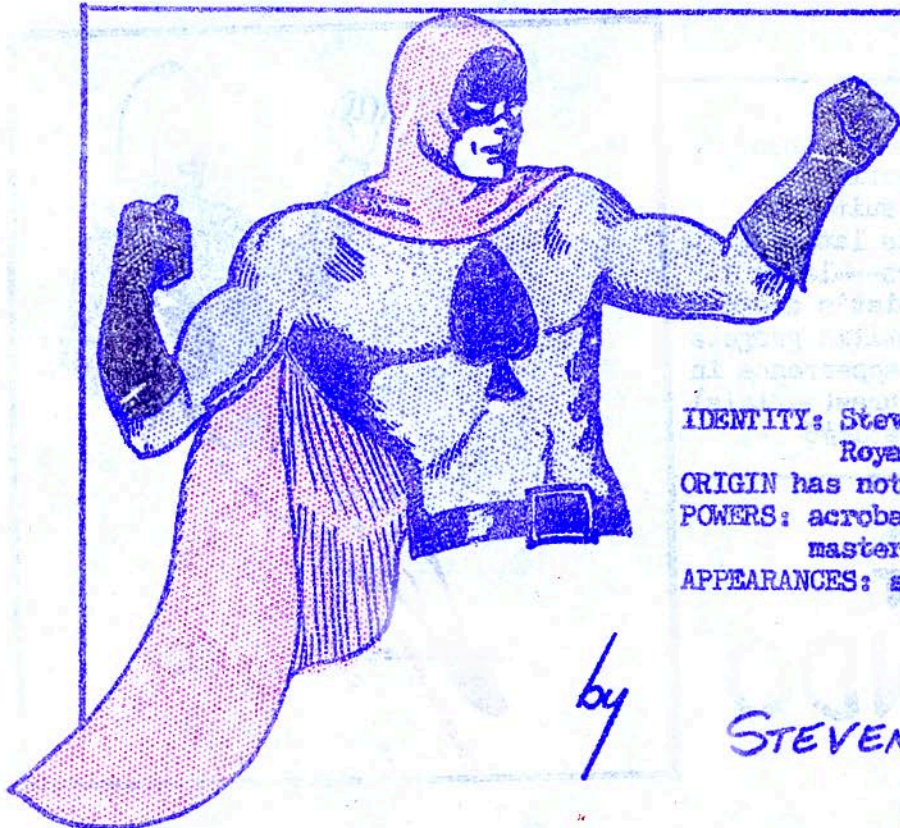


JOKER

IDENTITY: Billy Blagrove, bus boy at the Royal
Cassino
POWERS: same as his partner, the Ace of Spades
ORIGIN: has not been disclosed
APPEARANCES: soon to appear with Ace



by STEVEN KELEZ



The ACE of SPADES

IDENTITY: Steve Spade, card dealer at the Royal Casino

ORIGIN has not been disclosed

POWERS: acrobatical fighting abilities, master detective

APPEARANCES: soon to be on the prowl

by

STEVEN Q.
KELEZ

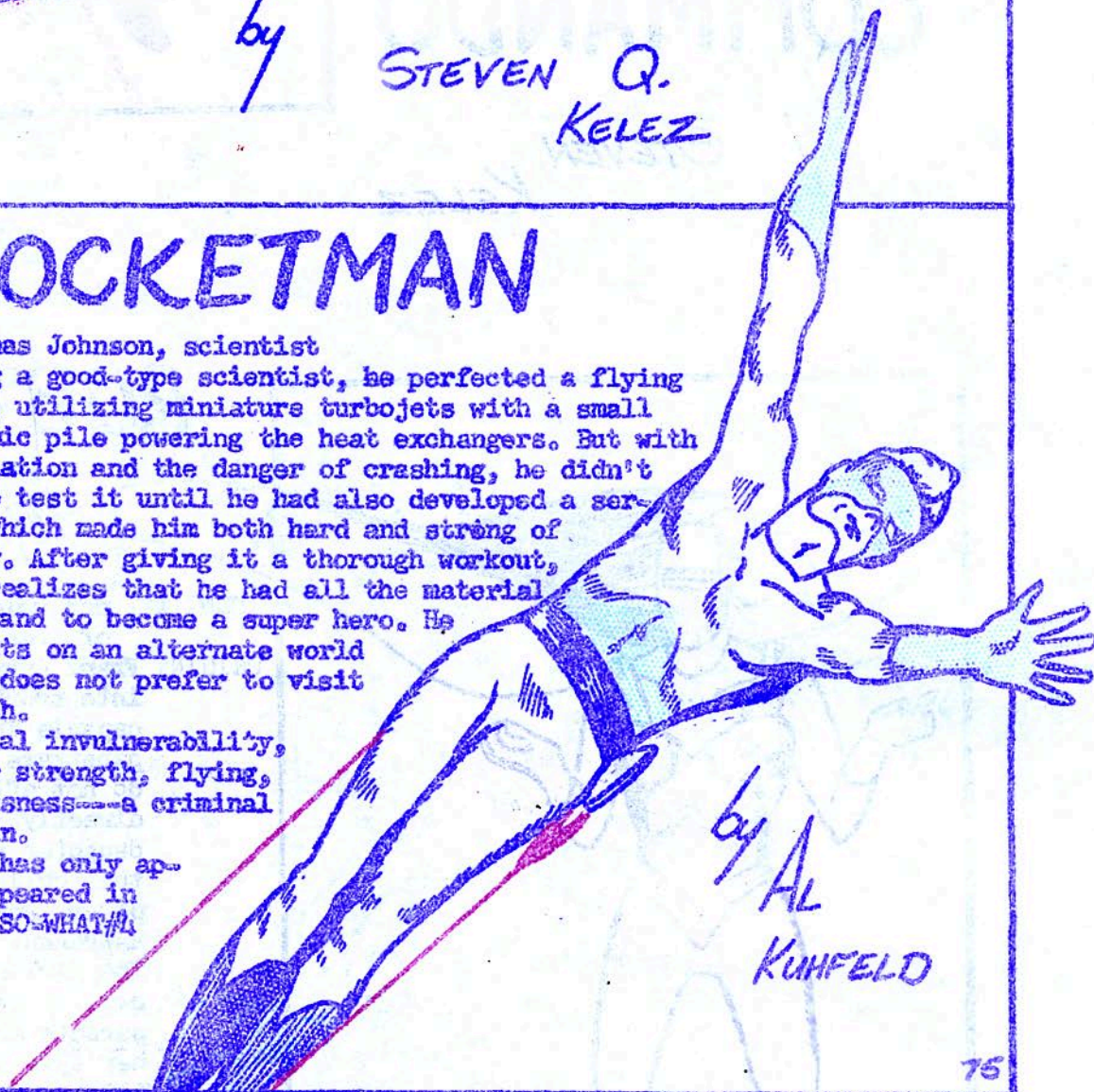
ROCKETMAN

IDENTITY: Jonas Johnson, scientist

ORIGIN: Being a good-type scientist, he perfected a flying belt, utilizing miniature turbojets with a small atomic pile powering the heat exchangers. But with radiation and the danger of crashing, he didn't dare test it until he had also developed a serum which made him both hard and strong of body. After giving it a thorough workout, he realizes that he had all the material at hand to become a super hero. He exists on an alternate world and does not prefer to visit earth.

POWERS: partial invulnerability, super strength, flying, geniusness---a criminal brain.

APPEARANCES: has only appeared in SO-WHAT/4



by
AL
KUHFIELD

IDENTITY: Jeff King, alias Commando Cody, space detective

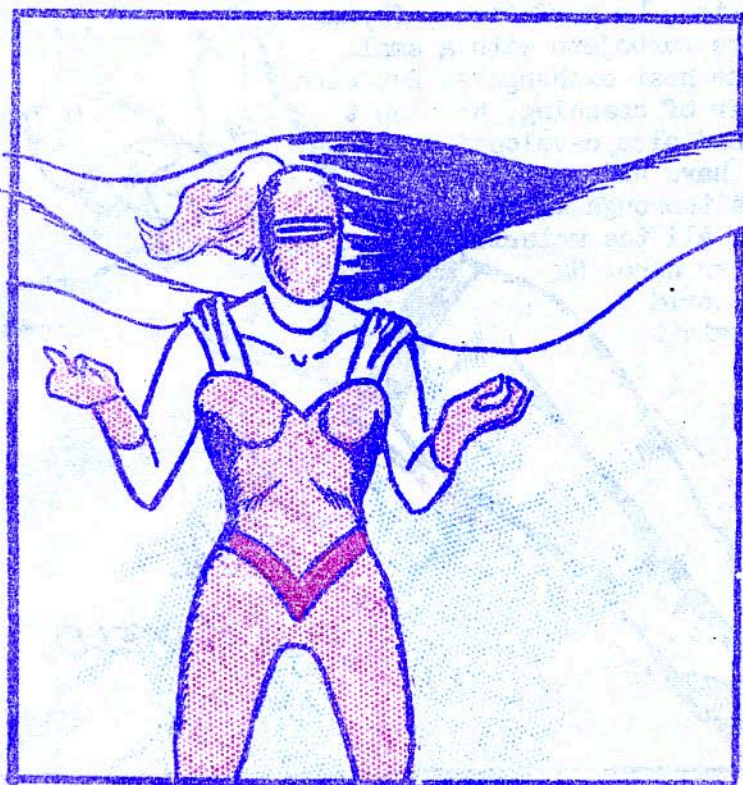
ORIGIN: obtained a flying suit from a scientist who was later killed by gangsters---later avenged the scientist's death.

POWERS: flying suit, scientific gadgets

APPEARANCES: a seven year appearance in Republic pictures(serials) also in Fantastic#5

FLYING COMMANDO

by STEVEN KELEZ



RUBY RED

by D. SCHANK

IDENTITY: not told but the daughter of Frank Ruby, astronaut

ORIGIN: Frank Ruby, astronaut, runs into trouble while in a space capsule in outer space. Rays penetrate the capsule but do not affect the astronaut directly. Frank has a baby daughter a few years later... this child receives strange powers which came from the astronaut's incident in space. The girl devotes her life to crime years later when her parents are murdered.

POWERS: her eyes shoot flaming rays
APPEARANCES: Condor comics#2,3

The CHAMPION

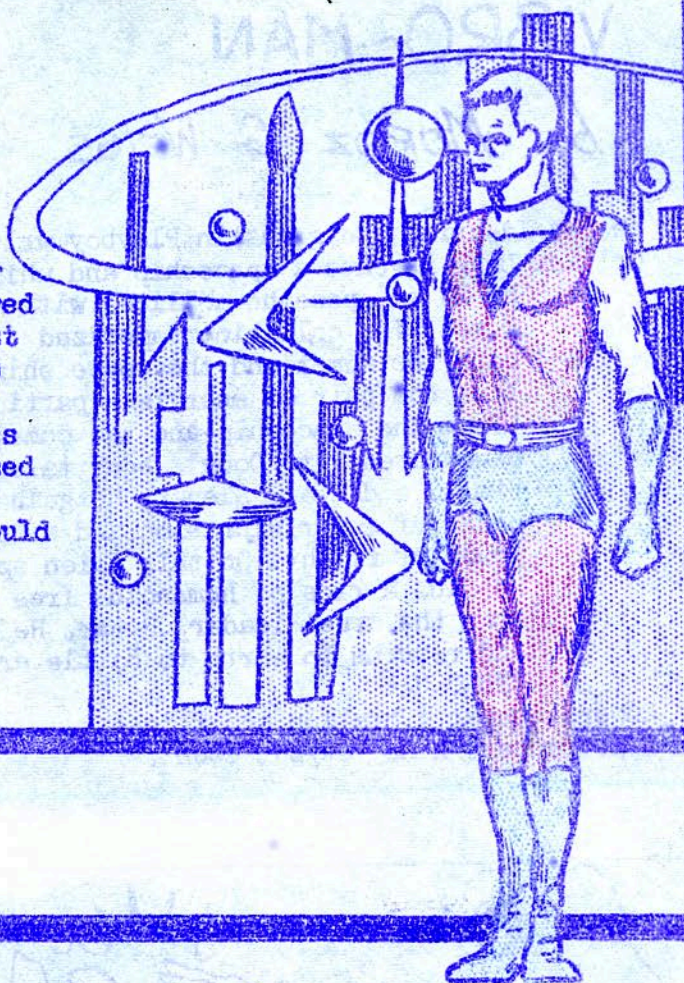
Secret Identity: Brad Lawson

Powers: flight

Origin: The Champion got his power of flight when he discovered a building housing the last living soul of the earth's first civilization. After being bathed in a machine's rays, the building collapsed destroying all the other machines so Brad Lawson could not get any other powers.

Appearance: Comic Comments #2

by LON MITCHEL



The ELEMENT

by LON MITCHEL

Secret Identity: Frank Bates

Powers: the power to turn into any known molecule.

Origin: Frank Bates was accused for the murder of his best friend. Frank takes to hiding to develop a serum that will give him total invulnerability so he may capture his friend's killer. He finds that it gives him the power to change into any element. He soon captured the killer and used his good powers for the good of mankind.

Appearance: Super Theatre #1 and every future issue of Super Theatre.



VIBRO-MAN

by MOROZ & WEISS

Secret Identity: Doug Austin, Playboy-writer

Origin: Doug invents a spaceship and while he is in space he collides with a comet. The collision vaporized both the comet and the space ship. Thus the pair of energized particles (from the spaceship and the comet) penetrated into Doug's body teleporting him to a distant planet. He gained the power of super vibration and also the power of flight. On this alien spaceship, he aids a race of humanoids free themselves from the cruel leader, Rotar. He succeeds and returns to earth to battle crime as VIBRO-MAN

Powers: super vibration and flight

Appearances: None yet, but soon.



CREATED
by
TIM
TUTTLE

MEMBER
CAPTAIN
LIGHTNING

Origin: Received fantastic powers when he survived an explosion in a power plant.

Powers: Flying and ability to hurl bolts of electric energy.

(Planned to appear in Excitement comics)



EUREKA

IDENTITY: unknown

POWERS: flight, invulnerability, master of strength

APPEARANCES: Mask and Cape #1, 2, 3

ORIGIN: unknown and unrevealed at this time

Group: Vigilante Committee

by

MARGARET

GEMIGNANI



The SPACE CREATURE

IDENTITY: Russian astronaut

ORIGIN: A dead Russian astronaut living artificially due to cosmic and solar radiation.

POWERS: strength, invulnerability and flight

APPEARANCES: Super Theatre #3 and #4

by

RANDY MONTGOMERY

R

ACTION AGE & THRILL BOY

by
RICHARD
GREEN



APPEARED IN
MASQUERADER #4.
THESE TWO FIGHT CRIME
& COMMUNISM. HAVE NO
DEFINITE ORIGIN.

BLACK WIZARD

ALIAS: NONE PRESENTED IN ANY STRIP
THIS CHARACTER HAS APPEARED IN!

POWERS: ALL KINDS OF SUPER SCIENTIFIC MACHINES
AND GADGETS WHICH HE HAS DEVELOPED WITH HIS
SUPER BRAIN! NO EXTRAORDINARY POWERS!

ORIGIN: NONE PRESENTED TO DATE!

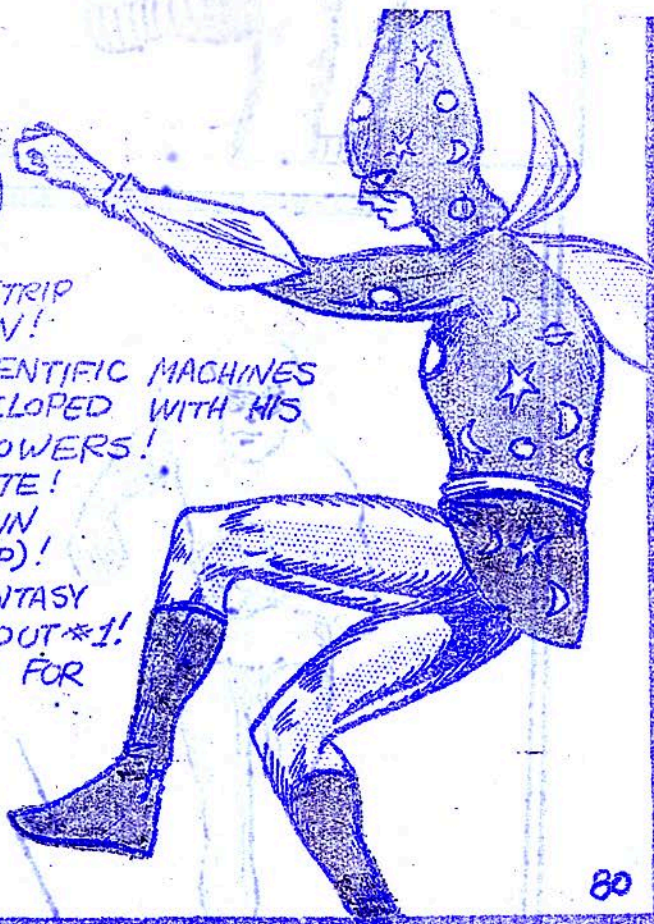
APPEARANCES: FIRST INTRODUCED IN
ACTION HERO #2, (MERCURY II STRIP)!

JOINED THE FEARSOME FIVE IN FANTASY
HERO #3! FANTASY HEROES' HANGOUT #1!

HOUSE OF HEROES #1, IN "PLIGHT FOR
VENGEANCE!"

GROUP: FEARSOME FIVE!
VILLAIN OF: MERCURY II!!!

by BILL DUBAY

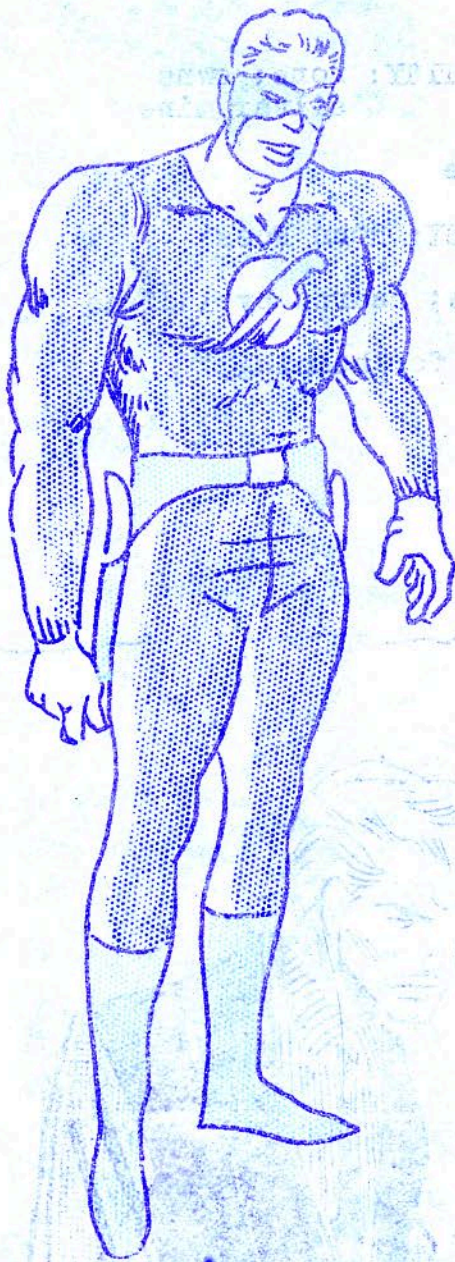


THE BLADE

CREATED BY RONN FOSS
& RICHARD GREEN

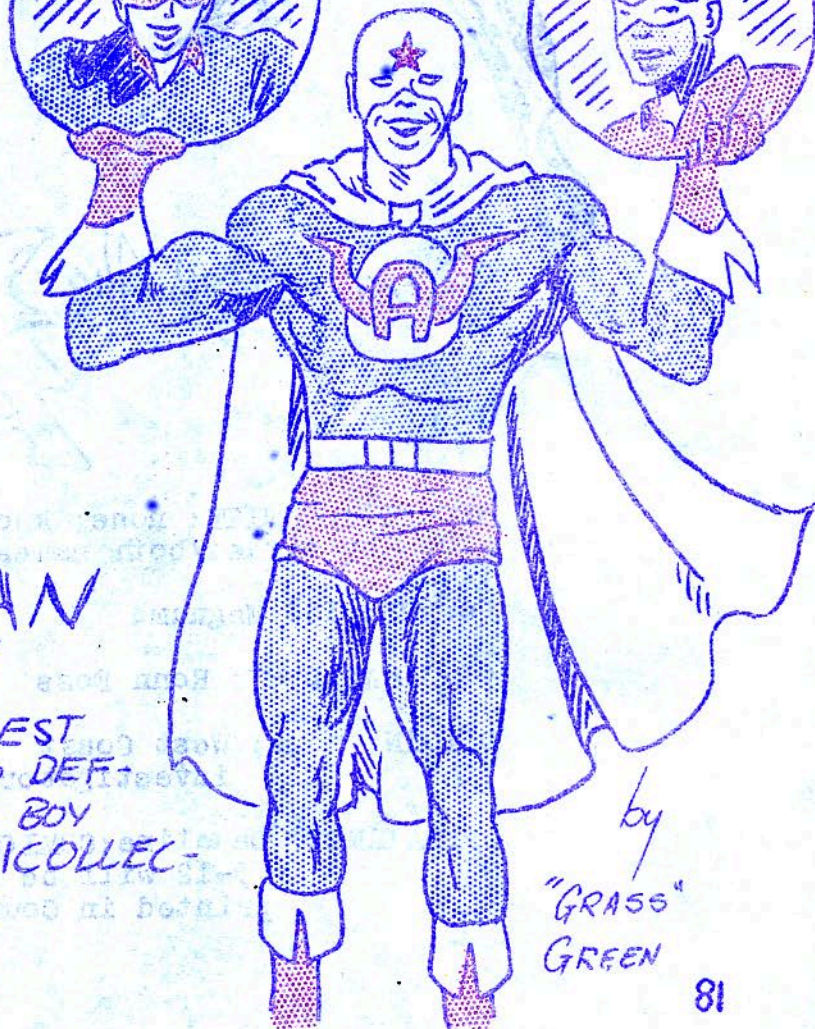
THE BLADE APPEARED IN BILJO WHITE'S KOMIX ILLUSTRATED. (THIS WAS MY FIRST STRIP ON DITTO, WHICH INTRODUCED ME TO THE WORLD OF FANDOM.) *GREEN

BRAD KEEN WAS A KNIFE-THROWER FOR A CARNIVAL. HIS ASSISTANT, NEVA LYNN, WAS KIDNAPPED BY CRIMINALS. BRAD DONNED A MASK AND SPECIAL OUTFIT AND WENT AFTER THE HOODS. AFTER SUCCESSFULLY APPREHENDING THEM AND RESCUING NEVA, HE DECIDED TO CONTINUE FIGHTING CRIME.



AMERICAN MAN WITH BATTLEBOY & CYCLONE

A.M. IS ONE OF MY OLDEST CREATIONS, THO' HE HAS NO DEFINITE ORIGIN. HE AND 'THE BOY MARVELS' APPEARED IN COMICCOLLECTOR AND MASK & CAPE.



by
"GRASS"
GREEN



Silver DALLAS

SECRET IDENTITY: none; owns
silver mine

POWERS: none

ORIGINATED BY: Ronn Foss

ORIGIN: none; reared by Indians

APPEARANCE: forthcoming

SCOTT STORM, The



SECRET IDENTITY: none; known
by either/both names

POWERS: 357 Magnum

ORIGINATED BY: Ronn Foss

ORIGIN: none; West Coast
investigator

APPEARANCE: Dateline: COMICDOM
#5-12 will be re-
printed in Countdown



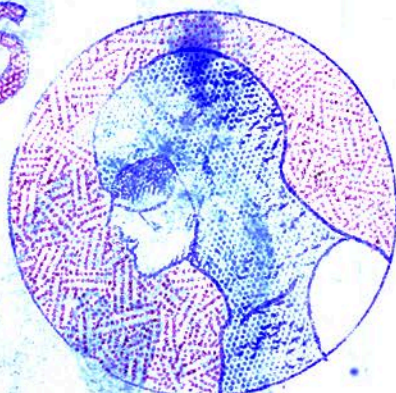
The SHIELDS

by
STEVE
PERRIN



TRIPLET

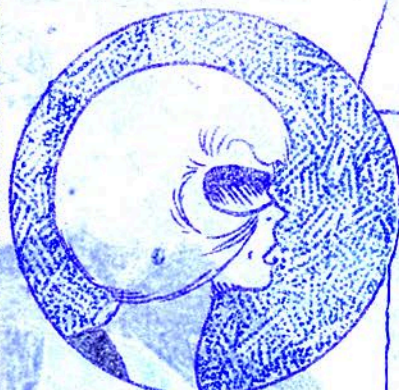
Name: Carl Tola
Occupation: Imperial Guard
Powers: Telekinesis



TRIPLET

Name: Mart Tola
Occupation: Reporter
Powers: Levitation

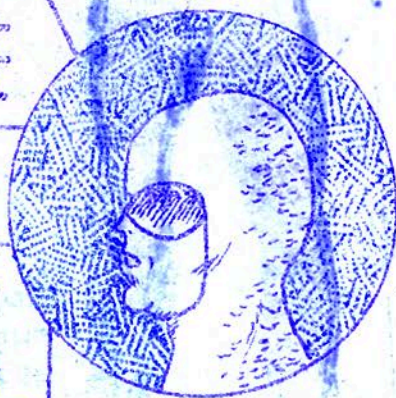
This family is on Imperial Earth for the express purpose of aiding their devastated planet and bringing help to the oppressed.



GIRL

Name: Jan Tola
Occupation: efficiency expert for Imperials
Powers: ESP

If they topple the rulers, The Malleganics will sweep in before someone else can take over. They are aided by an organization set up by the previous Shield, who was killed helping them escape the Imperials.



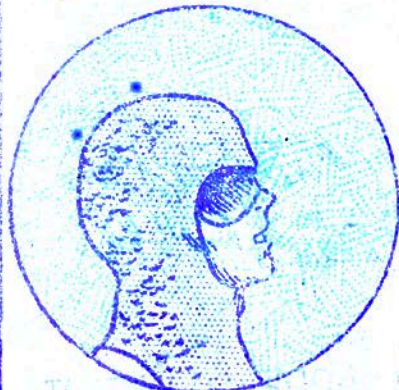
Leader

Name: Mike Tola
Occupation: Guard of the Imperials
Powers: Telepathy

Name: Jak Tola
Occupation: free reporter
Powers: Illusions
Younger

Name: Bill Tola
Occupation: Guard
Powers: Pyrotism
TRIPLET

WHITE SHIELD...Mike
GREEN SHIELD...Carl
BLUE SHIELD...Mart
GREY SHIELD...Jak
BLACK SHIELD...Jan
RED SHIELD.....Bill

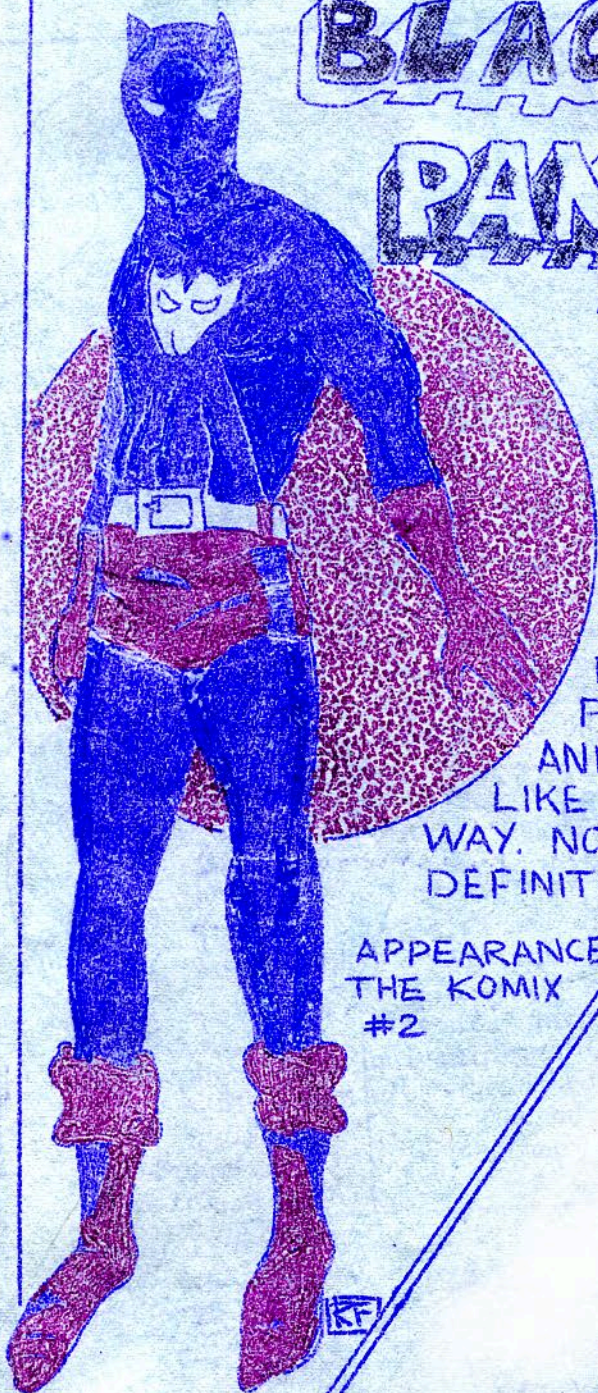


by DUBAY.

The

BLACK PANTHER

By: John Wright



SECRET IDENTITY:
PAUL HALLIDAY,
WRITER.
ORIGIN: NONE,
OTHER THAN
HE IS AGAIN-
ST THE
FORCES OF
EVIL.
POWERS:

ANIMAL
LIKE, IN A
WAY. NOT
DEFINITE

APPEARANCE:
THE KOMIX
#2



The ZEPHER

THE "ZEPHER" WAS TO APPEAR IN THE
KOMIX #3. INFORMATION NOT AVAILABLE.

POWERMAN

APPEARANCES: Star Studded #2

BY HOWARD KELTNER

SECRET IDENTITY: Jeff Ward.
ORIGIN: Jeff Ward, Atomic Physicist was piloting a plane over Nevada Proving Grounds destined for a convention in Los Angeles when an atomic explosion occurred, letting Jeff absorb all the energy. The convention was a masquerade affair, so the costume that Jeff was wearing also absorbed energy.
POWERS: He can blast and melt objects with his gloves...he is indestructible, has flight.



The ASTRO-MAN

BY TOMMY FISHER

SECRET IDENTITY: Creg Flanders, no occupation
ORIGIN: A paratrooper during the D-Day invasion, he was dodging Nazi bullets and walked into a dimensional warp where he met Zoran, the last survivor of his other-dimensional race. Zoran gave him the costume of the other dimension's police force.
POWERS: This costume gives him the power of flight, and astral beams and levitation beams.
APPEARANCES: Star Studded Comics # 1, 4
GROUP: Liberty Legion



UNION JACK

By John Wright

SECRET IDENTITY: Barry Kane
British officer

POWERS: No real powers, just a fighting heart and two guns, one of them an ordinary .45, the other a short range gas gun of his father's invention. He appeared during the Second World War, and served as an inspiration to the troops.

APPEARANCES: K-mix #2; Royal #1



RANK

ATOMICMAN

Secret Identity: Jon

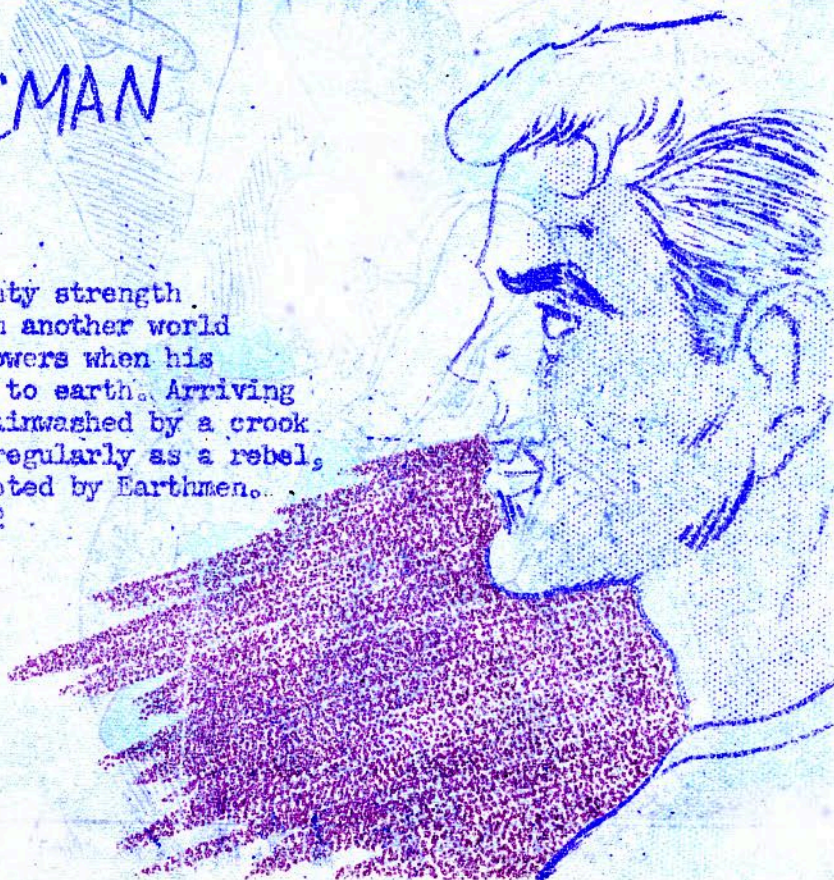
Powers: super speed and mighty strength

Origin: Jon is a person from another world and he gained his powers when his rocket ship crashed to earth. Arriving on Earth, Jon is brainwashed by a crook and he will appear regularly as a rebel, not able to be accepted by Earthmen.

Appearance: Super Theatre #2

by -

LON MITCHEL



DAN FLEMING'S

DOC FREEDOM

Origin: A man was experimenting with a radio-active substance. A hood comes to the scene and threatens the life of the man. He fires his gun and chips off a piece of the radio-active material which hits the man throwing him unconscious but at the same time giving him marvelous powers. The hood turns out to be a Communist and the unconscious man and his friend are secretly taken to Russia. The unconscious man dies upon their arrival but at the same time touches the hand of his friend transferring all the powers to him. This man takes the name of Doc Freedom and revolts against the sources of crime

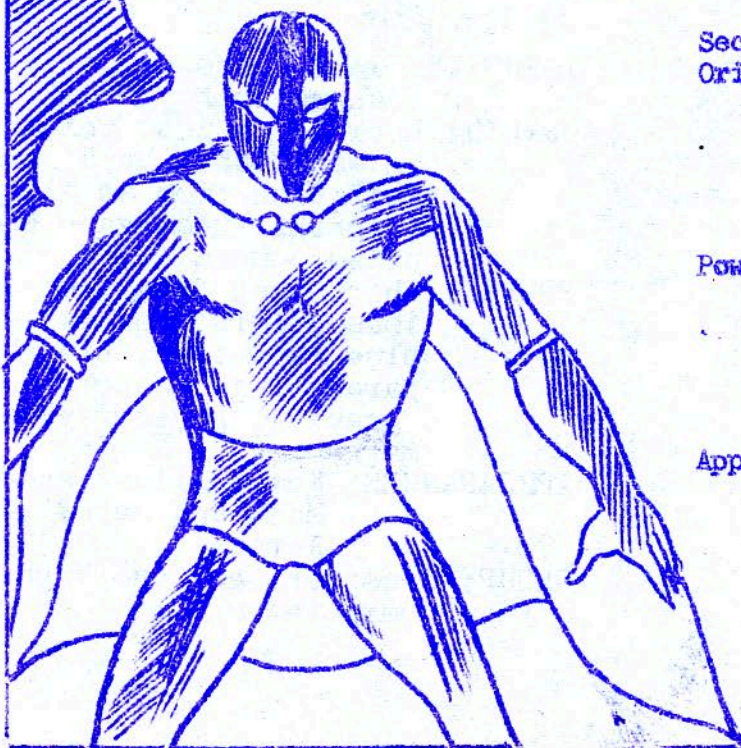
Powers: Flight and he emits a power beam from his hand.

Appearance: Komix Illustrated #13



DEADMAN

BY
BUDDY
SANDERS



Secret Identity: Detective Stone

Origin: When Detective Stone's body was destroyed in an auto accident, his brain was placed in a metal body controlled by a solar energy system.

Powers: Has a laser ray that can cut metal, can absorb energy into his body. If his body takes in too much energy, his metal body grows weak and his brain would perish.

Appearances: Fighting Hero #6, Comic Fan #1, Hero #1

BLACK

STAR

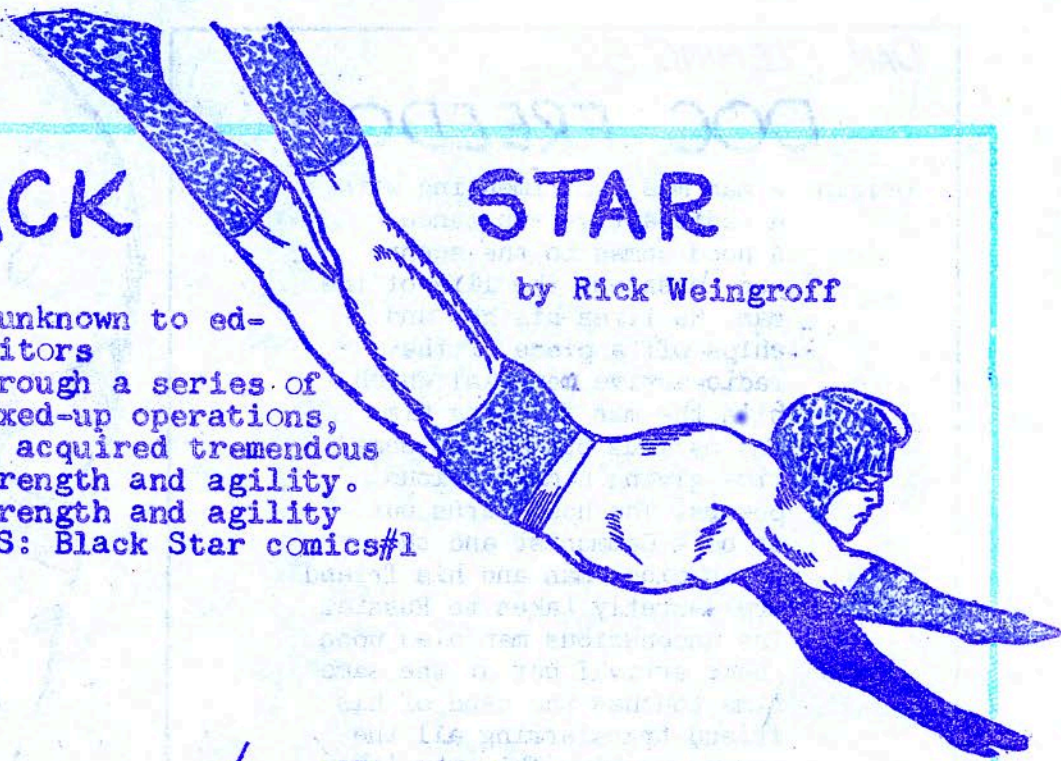
by Rick Weingroff

IDENTITY: unknown to editors

ORIGIN: Through a series of mixed-up operations, he acquired tremendous strength and agility.

POWERS: strength and agility

APPEARANCES: Black Star comics#1



by RICK WEINGROFF



The PRISM

by Len Wein

IDENTITY: Unknown to editors, astronomer

ORIGIN: Looking up into telescope, he was bathed by a strange radiation from an alien spaceship that gave him prism powers.

POWERS: Shoots out 5 rays of various colors; red ray--heat, blue ray--cold, black ray--paralyzing, white ray--anti-gravity, green ray--anti-magnetic.

APPEARANCES: Komix Illustrated#11, Mask and Cape#1, 2, 3 Aurora

GROUP: Crusaders and the Vigilance Committee

The

STORM

NAME: STORM. (A VALLAIN)

ORIGIN: BATHED IN ENERGY FROM AN EXPERIMENTAL WEATHER-CONTROL DEVICE THAT HAD BEEN HIT BY LIGHTNING.

POWER: HE CAN CONTROL THE WEATHER.

APPERENCE: ACTION HERO #3



F. Z. RANKE

DANGERMAN

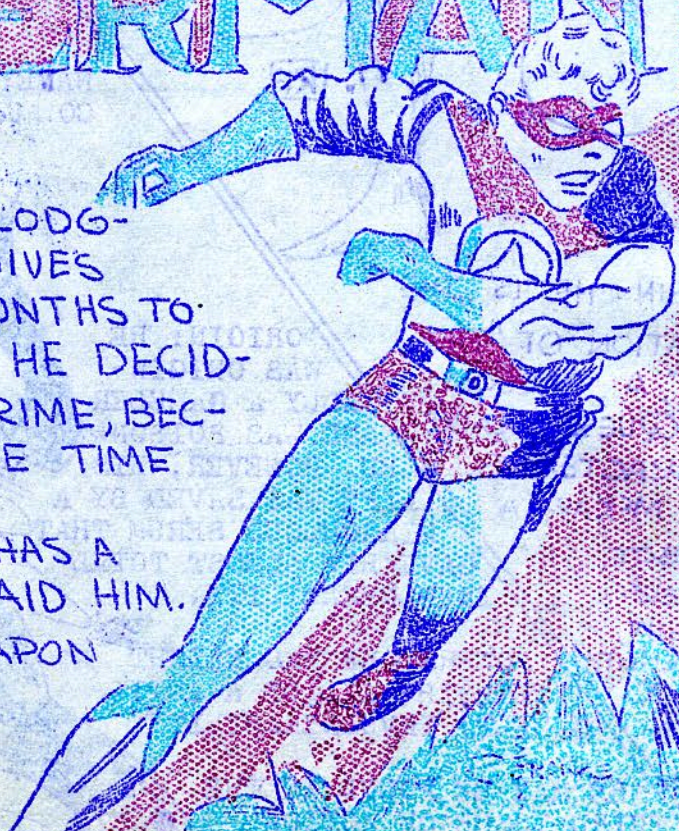
NAME: DANGERMAN

ORIGIN: A BULLET LODGED IN HIS BRAIN GIVES DANGERMAN 18 MONTHS TO LIVE. THEREFORE, HE DECIDES TO FIGHT CRIME, BECAUSE OF THE LITTLE TIME LEFT TO HIM.

POWERS: NONE. HE HAS A FEW GADGETS TO AID HIM.

HIS GREATEST WEAPON IS THE OMNIGUN.

APPERENCE: ACTION HERO #3.

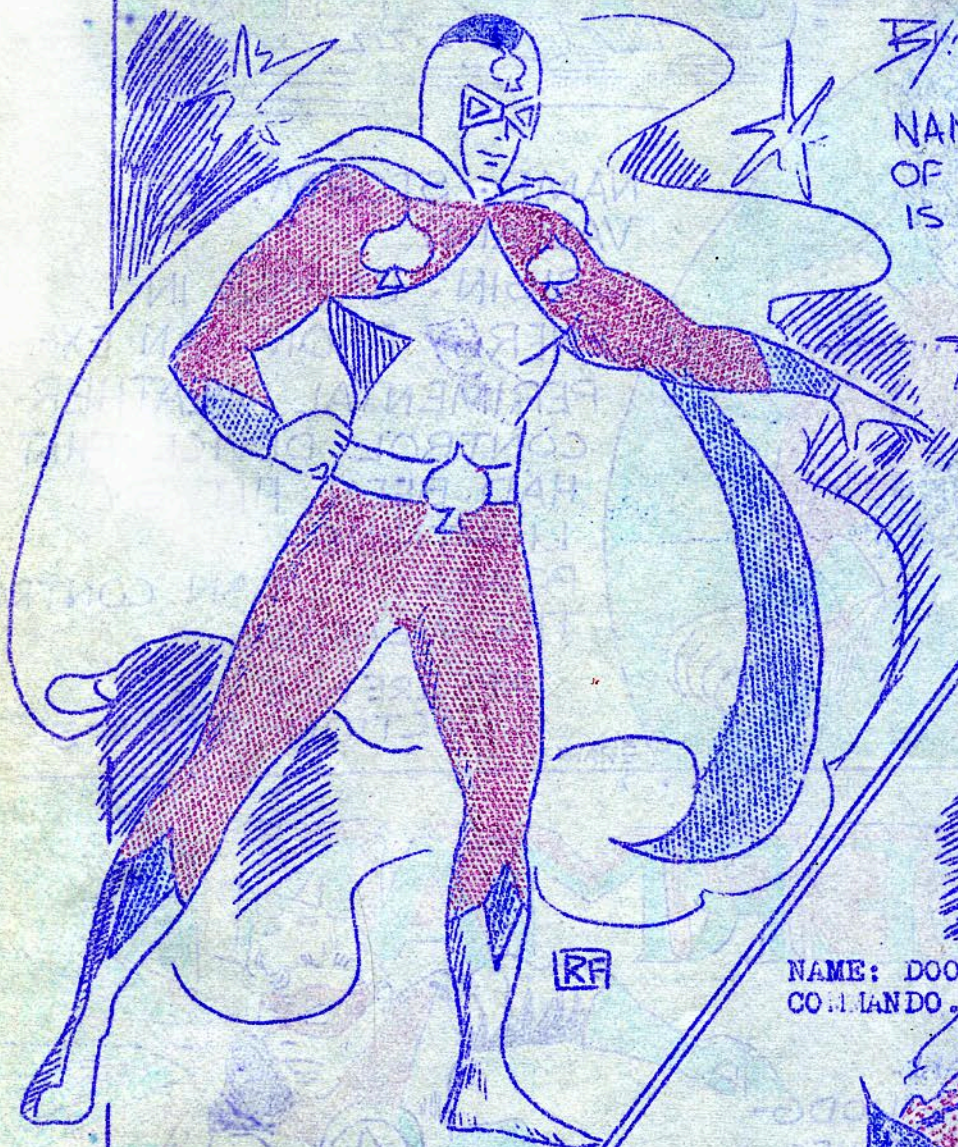


F. Z. RANKE

The AGE OF SPADES

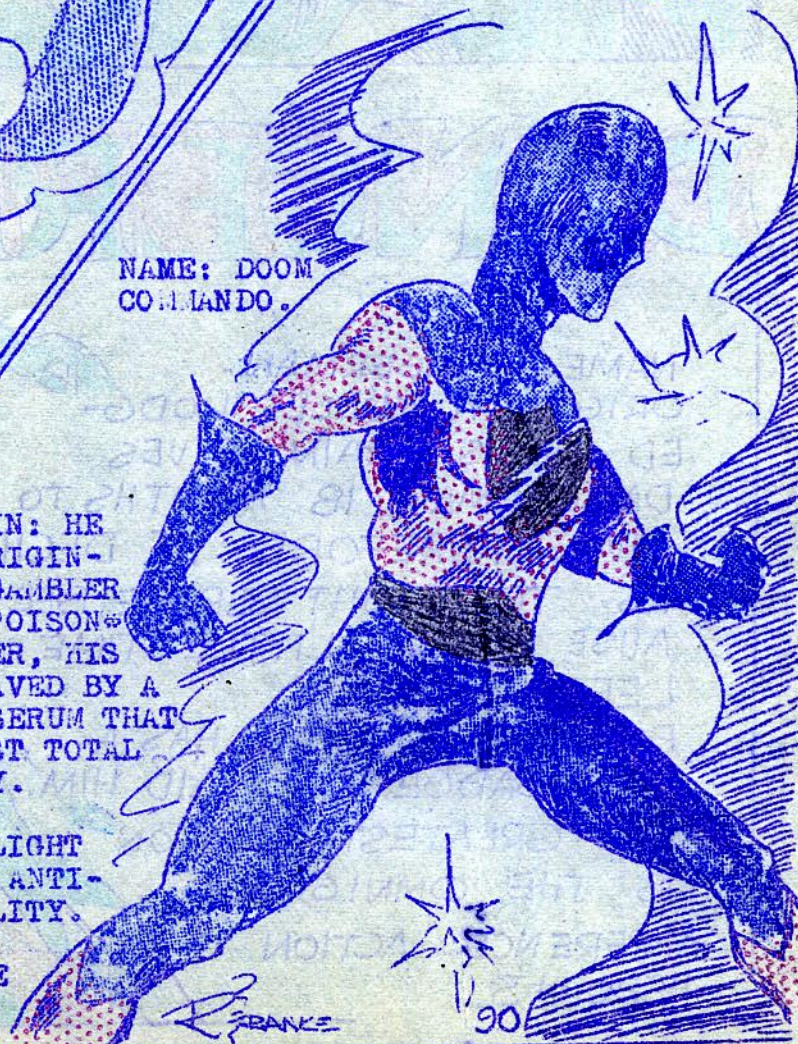
By: SHERMAN HOWARD

NAME: THE ACE OF SPADES. HE IS AN ANDROID.



THE DOOM COMMANDO

NAME: DOOM COMMANDO.



ORIGIN: HE IS THE CREATION OF "THE ACE," A PERSON OF QUESTIONABLE CHARACTER & DR. MCKAY, A ROBOT.

POWERS: FLIGHT, STRENGTH & ETC.

FOUND IN ACTION HERO #3

ORIGIN: HE WAS ORIGINALLY A GAMBLER AND WAS POISONED. HOWEVER, HIS LIFE WAS SAVED BY A MIRACULOUS SERUM THAT GAVE HIM ALMOST TOTAL INVULNERABILITY.

POWERS: HE HAS FLIGHT (WITH THE AID OF AN ANTI-G BELT) INVULNERABILITY.

HE MAY BE FOUND IN THE THIRD ISSUE OF ACTION HERO.

NITE'S AGENT

Alter-Ego: None

Powers: An ordinary human who has devoted his life to defeating crime and injustices.

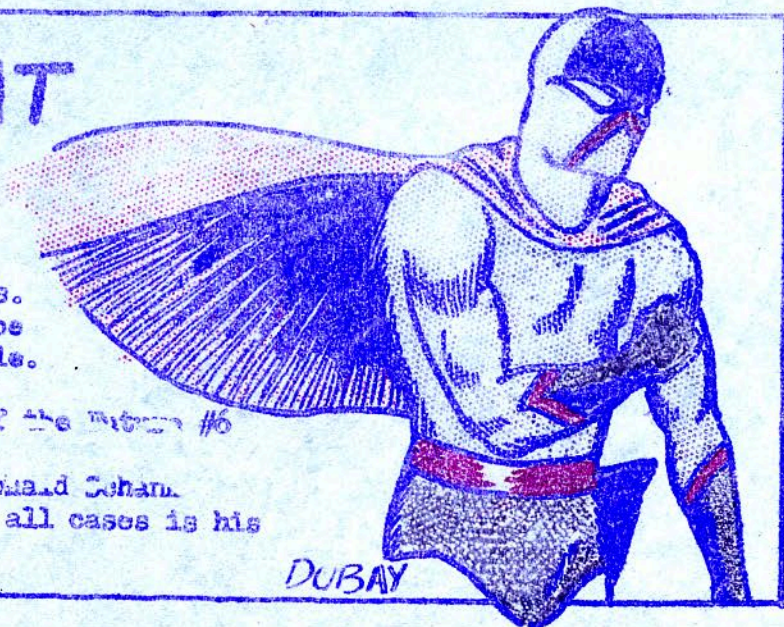
An acrobatic man who has a rope and a gun in which to do battle.

Origin: None presented!

Appearances: Komix Heroes' of the Future #6

Group: NONE

*Appeared in script form by Donald Schank.
accompanying Nite's Agent on all cases is his pet monkey, JOCKO!



DUBAY

CAPT. COURAGE

Alter-Ego: None Presented

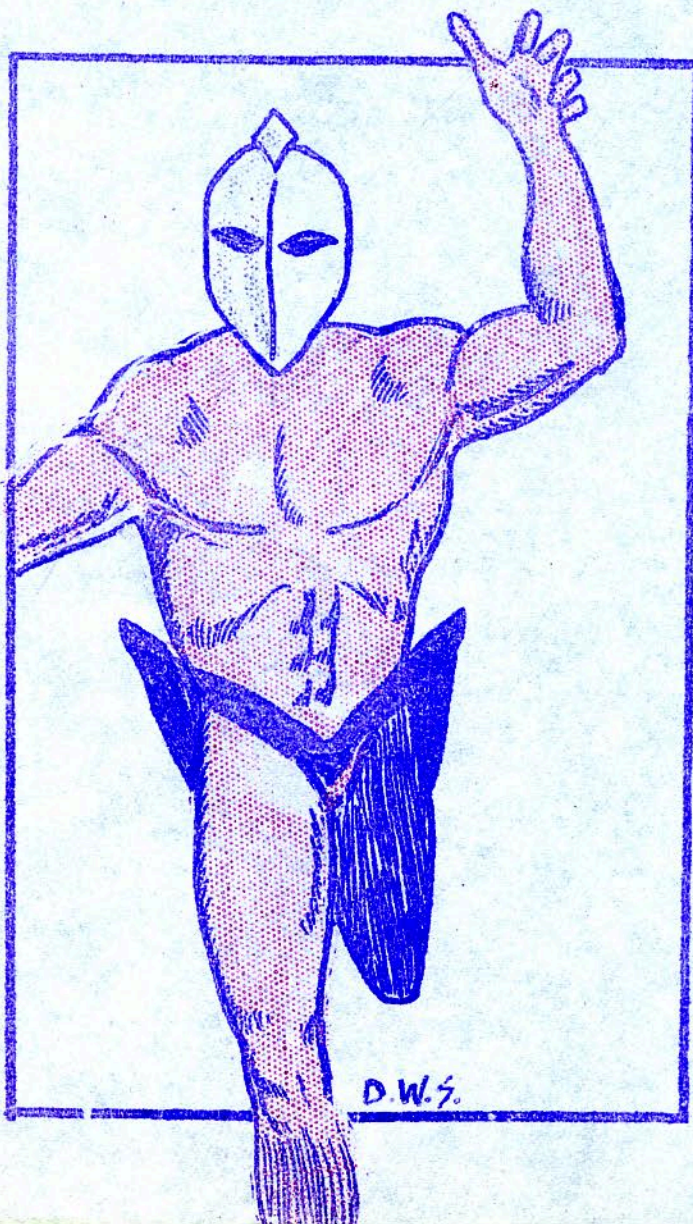
Powers: No specified powers. An acrobatic ability far exceeding that of any normal human. Also a character destined to use many 'gimmicks' in his crime fighting. Such as: A Jet Sled and a Harpoon Gun!

Origin: None presented to date!

Appearances: Komix Heroes' of the Future #6

Group: NONE!

*Captain Courage appeared in STRIP form, written and inked by Donald W. Schank. Penciled by Charles Rogers. This is among many of the amateur comic heroes that is a direct imitation of early DC; National Comic Characters. Harpoon Gun copied from earlier Sandman stories, while helmet and character are swiped from DC's Doctor Fate!



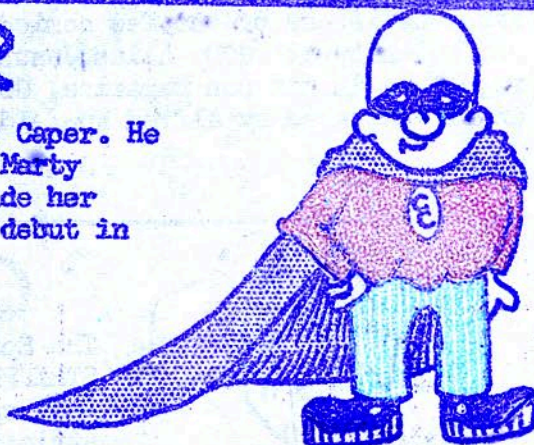
D.W.S.

spirit section

CAPER CARR

Caper C. Carr was formerly spirit of Comic Caper. He was drawn by Bill Dubay and originated by Marty Arbunich. The husband of Kitty Carr who made her debut in Comic Caper#2. Caper C. made his debut in Comic Caper#1.

by BILL DUBAY
& MARTY ARBUNICH



KITTY CARR

Kitty Carr is also a spirit of Comic Caper, the fanzine which is now under the name of the Yancy Street Journal. Kitty was introduced in Comic Caper#2---in that issue, it was reported that Caper C. married Kitty as these two comical spirits became the ONLY two spirits in comicon to be a husband and wife team. Kitty was originated by Marty Arbunich and illustrated by Bill Dubay.

by DUBAY ~ ARBUNICH



HERMAN Q. FAN

HERMAN Q. FAN was the first spirit of the fanzine, HERO. He appeared in only one issue of HERO, #2. In the third issue, HERMAN Q. was chased off by a mad mob of comic fanzine fans. What really drove HERMAN off was poor artwork, and even poorer jokes. Many fans often suspect Herman of being nothing but a space filler for those embarrassing blank spaces a fanzine editor often finds himself with. Herman Q. Fan was originated by, written by, and drawn by Larry Herndon, editor of HERO.

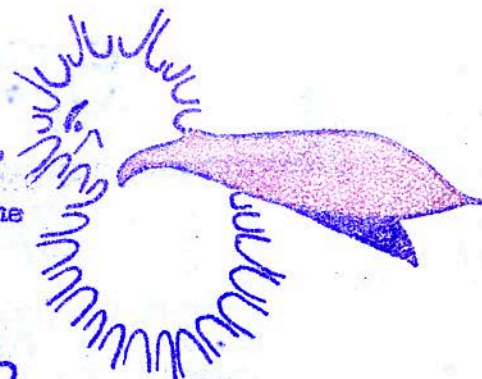
by LARRY HERNDON



GOD

Although GOD is not the regular spirit of any fanzine, he is being placed in this section of FANDOM PRESENTS because he is one of the few comicdom characters who is of the comical nature. GOD, alias Jesus of Nazareth is featured regularly in his own magazine, GOD COMICS. It is written and illustrated by Alfred Kuhfeld.

by AL KUHfeld



CAPT. BILJO

The Spirit of KOMIX ILLUSTRATED, COMICCOLLECTOR, The STRIPPER, and BATMANIA. Capt. Biljo is one of the oldest spirits in comicdom. He was originally a comic strip feature written by Biljo White for the men in his company in the armed forces. Capt. Biljo is probably the most well known spirit in any fanzine today.

by BILL WHITE



SEYMOUR

Seymour was originally the spirit of ACTION HERO #2. At first he was a costume nut. He wore a different costume in every cartoon he appeared in. Later he settled down as the spirit of FANTASY HERO. He was the first comic strip creation of Bill Dubay, who brought him to fame in a monthly newspaper strip, one of the few characters who has been published outside of comicdom as well, as being a regular feature. Today, Seymour is known as SEYMOUR HOPKINS: Masked Surfer. That was the title that brought Seymour to many hundreds who read his newspaper adventures.

by BILL DUBAY



The PIXIE

The Pixie is the spirit of Comic Hero by Jerry Hassen. In Comic Hero #1, the Pixie was introduced as Comic Hero's spirit. In that issue the Pixie was originated and illustrated by Esther Hassen, the sister of Jerry Hassen.

by ESTER HASSON





SPEED MARVEL

Pete Jones ACCIDENTALLY
DRANK A CHEMICAL POTION THAT
GAVE HIM HIS POWER OF
SUPER SPEED. HE APPEARED
IN K-I #5.

by RICHARD GREEN



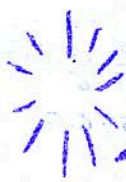
Thang



Mr. Frantic



Human
Scorch

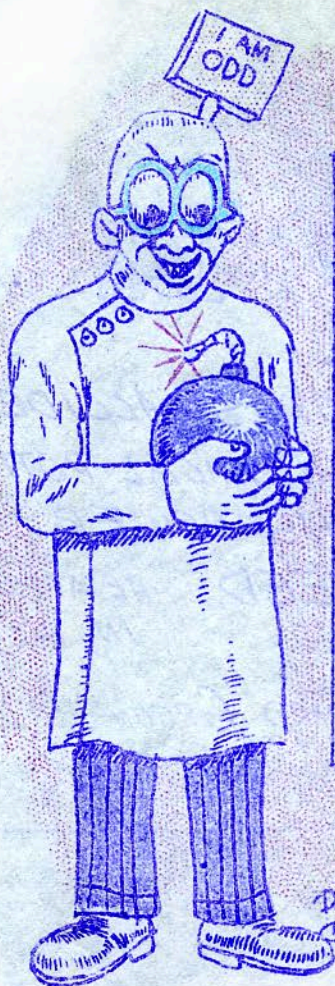


Invisible
Girl

Frantic 4

CREATED BY TRIAD.
APPEARED IN COMICCOLLECTOR #8

A satirical spoof on
Marvel's great
FANTASTIC FOUR



THE ODD BOMBER, HIEMY DUTCHINBACHER

THIS SPIRIT WHO REGULARLY IS
SEEN IN ODD MAGAZINE IS A
FUGITIVE FROM AN INSANE
ASYLUM THIS NAUGHTY
LITTLE MAN GETS INTO MISCHIEF
WHEN HE PLANTS HIS LITTLE
50 MEGATON BOMBS IN
THE MAIL BOXES OF FANS
WHO DON'T READ ODD

spirit of ODD!



Joy Holiday

SECRET IDENTITY: I'M not tellin'!

POWERS: She don't need!!

ORIGINATED BY: RONN FOSS

ORIGIN: Introduced in ComiCollector #8

APPEARANCE: She gets whistles —

CC, A-E, RB/CC