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 Comicon~ 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 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!!!
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 THEVES IN A SUPERMARKET 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, FH#1, #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~~~ KOMIX 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: as 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

by KENTE
BLUE STREAK

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, Flash & Cape/1 and Star Studded comics/#3

SKY MASTER

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

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

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

MILES KENTE
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 RBB
GROUP: Death's Warriors

IDENTITY: formerly Steve Fury
ORIGIN: Steve was transformed into Phoenix by DOD-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
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

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
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

by Ken Tesar

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

by Ken Tesar

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

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: Komik Illustrated #7 and Countdown #1
GROUP: one of the Six for Justice
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.

KEN TEAR

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: Strenth, an executioner's ax which can cut through heavy steel.

GROUP: one of Death's Warriors.
LASH by KENTE

IDENTITY: Alan Hunter, ranch owner
POWERS: his dual identity utilizes his prowess as a whip expert.
GROUP: Six for Justice
APPEARANCES: Komix Illustrated#7 and Countdown#1

WHITE LIGHTNING

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

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**CAPT. DANGER**

Origin: Not revealed yet
Powers: acrobatic skill for split second action.
(appared 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.
(appared in Komix Thrills #1)

by CHUCK DEAN
The SEARCHER

ALTER-EGO: MARTIN GREY
POWERS: CAPABLE TO RECEIVE THOUGHTS AND STRENGTH FROM THE MYSTERIOUS BEING! POWER BEAMS EMITATE FROM HIS EYES!!
ORIGIN: CHOSEN BY MYSTERIOUS POWER (NOT YET REVEALED) TO HAVE THE GOLDEN MEDAL OF PHYSIC POWER, 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 KEPT IN SUSPENDED ANIMATION THROUGH THE AGES, UNTIL HE CAME TO OUR PRESENT TIME, WHERE HE WAS RELEASED!!
APPEARED IN: BRAVE ADVENTURE #2
GROUP: NONE!

by CHUCK DEAN
BLACK WIDOW

Origin: One time wrestler strikes at gang-leader for disfiguring 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

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 his iron cross.

by JOHN CHAMBERS
**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

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**FIREBIRD**

Secret Identity: Ted Stuart, Physicist  
Powers: 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 globber 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 Laos, Draftsman
Origin: He was born on a distant planet and was trained as a soldier. When his mother ship was attacked, he and his comrades were the only ones 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, Yatee 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 it was the home of the wind gods. For his sole bravery he was bestowed with a magic amulet by which he recieves 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 accidently 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" or 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 "BEER"
MORE INFORMATION: Ace is a Frenchman who is sometimes the companion of Spy Master. He is known as only the Beef—a Russian. He pledges loyalty to America—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 lets 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.

One of the first comicdom heroes to die. In action! 1964!
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 hit and the traditional Mercury myth powers.

Appearances: Star Studded #2 presented his origin. Also in SSC/A.
**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

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**EXCALIBRE**

IDENTITY: A secret to the human race
ORIGIN: he needs no origin
POWERS: Excalibre is a villain of some kind who 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 Kuhfeld
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 dying—he was attacked by hoods.

POWERS: Amazing strength and agility
APPEARANCES: Man of Mystery#1 and soon on the cover of Glory comics#1

by JEFF GELB

MICROBE-MAN

IDENTITY: James Adams, news reporter
ORIGIN: When James was investigating an underwater case, he was captured in the grip of a radio-active creature—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 3 inch 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 spacecraft. 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. Anomous
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: Vigilante 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 unharmed. 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 tossed him into the pit.
POWERS: invulnerability, super strength, flight
APPEARANCES: origin appeared in Hero #1!

Silver Defender
by Margaret Gemignani & Wayne Howard
ORIGIN: received 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 Elagrove, 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
ACE OF SPADES

IDENTITY: Steve Spade, card dealer at the Royal Cassino
ORIGIN has not been disclosed
POWERS: acrobatic 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 materials 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 SOMETHING/1

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

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 Mitchell

The ELEMENT

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.

CAPT 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: Vigilantes 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
ACTION AGE
& THRILL BOY

 Appeared in Masquerader #4.
 These two fight crime & communism. Have no definite origin.

by Richard Green

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!
Appearance: 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 "Flight for Vengeance!" text story!
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.)

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.
Silver Dallas

SECRET IDENTITY: none; owns silver mine
POWERS: none
ORIGINATED BY: Ronn Foss
ORIGIN: none; reared by Indians
APPEARANCE: forthcoming

Scott Storm, The Fox

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 reprinted in Countdown
The SHIELDS

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.

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.

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

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

Name: Bill Tola
Occupation: Guard
Powers: Pyroclasm

TRIPLET

by Dubay.
The BLACK PANTHER

SECRET IDENTITY: PAUL HALIDAY, WRITER.
ORIGIN: NONE, OTHER THAN HE IS AGAINST THE FORCES OF EVIL.
Powers: Animal-like, in a way, not definite.
Appearance: The Komix #2

By: John Wright

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

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.

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**ASTRO-MAN**

BY TOMMY FISHER

SECRET IDENTITY: Greg 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: X-Mix #2, Royal #1

ATOMIC MAN

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 Mitchell
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.

Appearances: 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 laiser 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

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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.
APPEREANCE: ACTION HERO #3

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**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.
APPEREANCE: ACTION HERO #3.
**The Ace of Spades**

By: Sherman Howard

**NAME:** The Ace of Spades, he is an Android.

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**The Doom Commando**

**NAME:** Doom Commando.

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**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.

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**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 a anti-gravity belt) invulnerability.

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He may be found in the third issue of Action Hero.
NITE'S AGENT

Alter-Ego: None
Powers: An ordinary human who 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

Caption: In script form by Donald Schank. Accompanying Nite's Agent on all cases is his pet monkey, Jocko!

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!

Caption: 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's National Comic Characters. Harpoon Gun copied from earlier Sandman stories, while helmet and character are swiped from Dr's Doctor Fate!
Caper Carr

Caper 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 Larry 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 comicdom 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, COMICOLLECTOR, 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 Hassan. In Comic Hero, the Pixie was introduced as Comic Hero's spirit. In that issue the Pixie was originated and illustrated by Esther Hassan, the sister of Jerry Hassan.

by Ester Hassan
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

Frantic 4

Thang

Created by Triad.

Human Scorch

Appeared in Comicollector #8

Mr. Frantic

A satirical spoof on Marvel's great Fantastic Four

Invisible Girl
THE ODD BOMBER, HIEMY DUTCHINPBACHER
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!

SECRET IDENTITY: I'M not tellin'!
Powers: She don't need!!
Originated By: Ronn Foss
Origin: Introduced in ComicCollector #8
Appearance: She gets whistles—CC, A.E, RB/CC