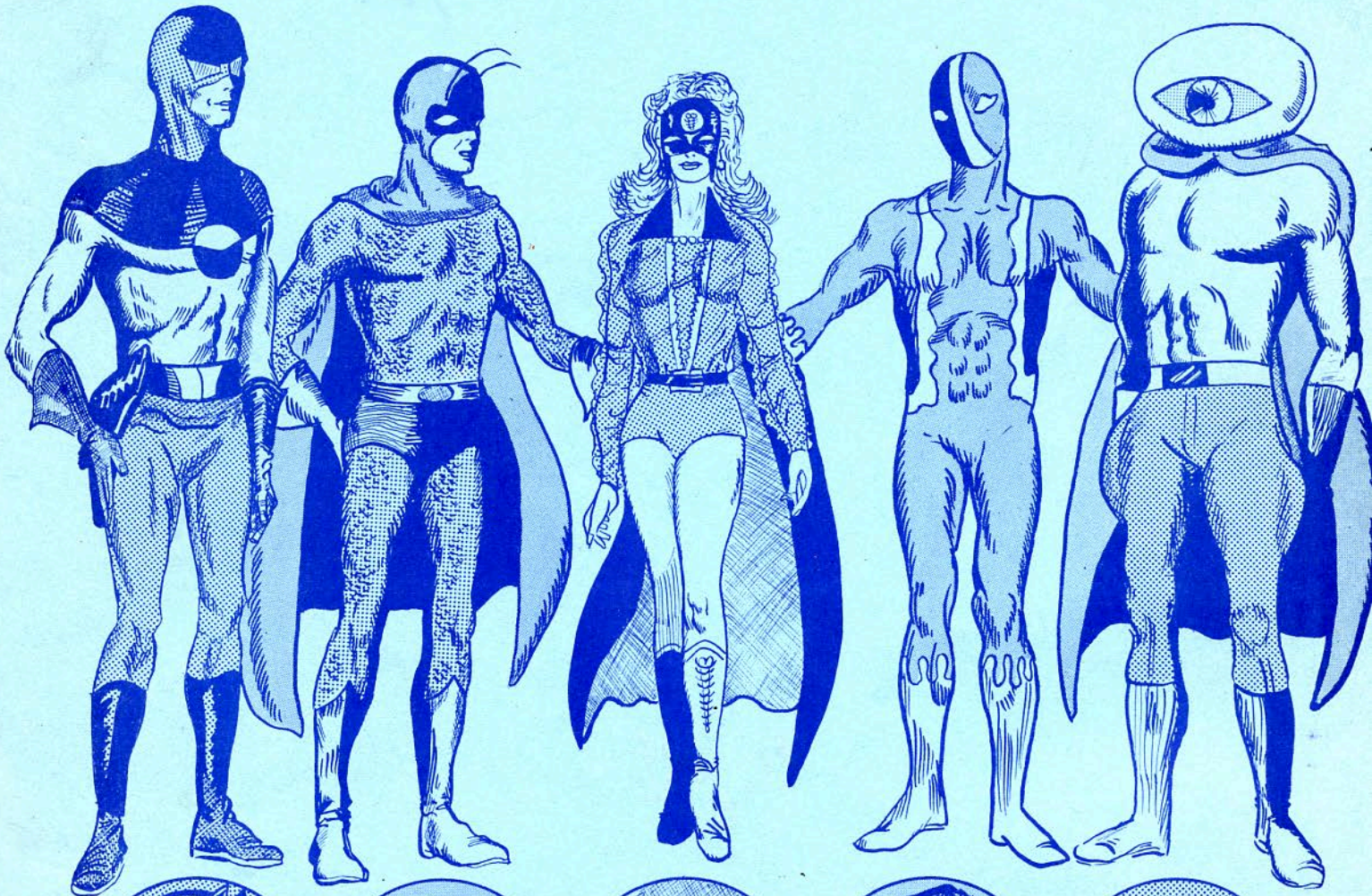




FANDOM PRESENTS



FANDOM PRESENTS

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12/64

EDITORIAL

Here's your copy of Fandom Presents. The delay is due to the breakdown of our dear ditto machine and the tremendous amount of time needed to put together such a zine.

To the best of our abilities, we tried to include in this index every hero of amateur comicdom from it's start to the date of September 1964.

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

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

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

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

AS A SURPRISE BONUS we have enclosed in with this copy of Fandom Presents a free copy of THE VOICE OF COMICDOM #2 which should introduce you to comicdom's first newspaper---I hope you stick with VOC by supporting it's future issues.

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

Sincerely;
Rudi Franke
Bill Bubay
Marty Arbanich

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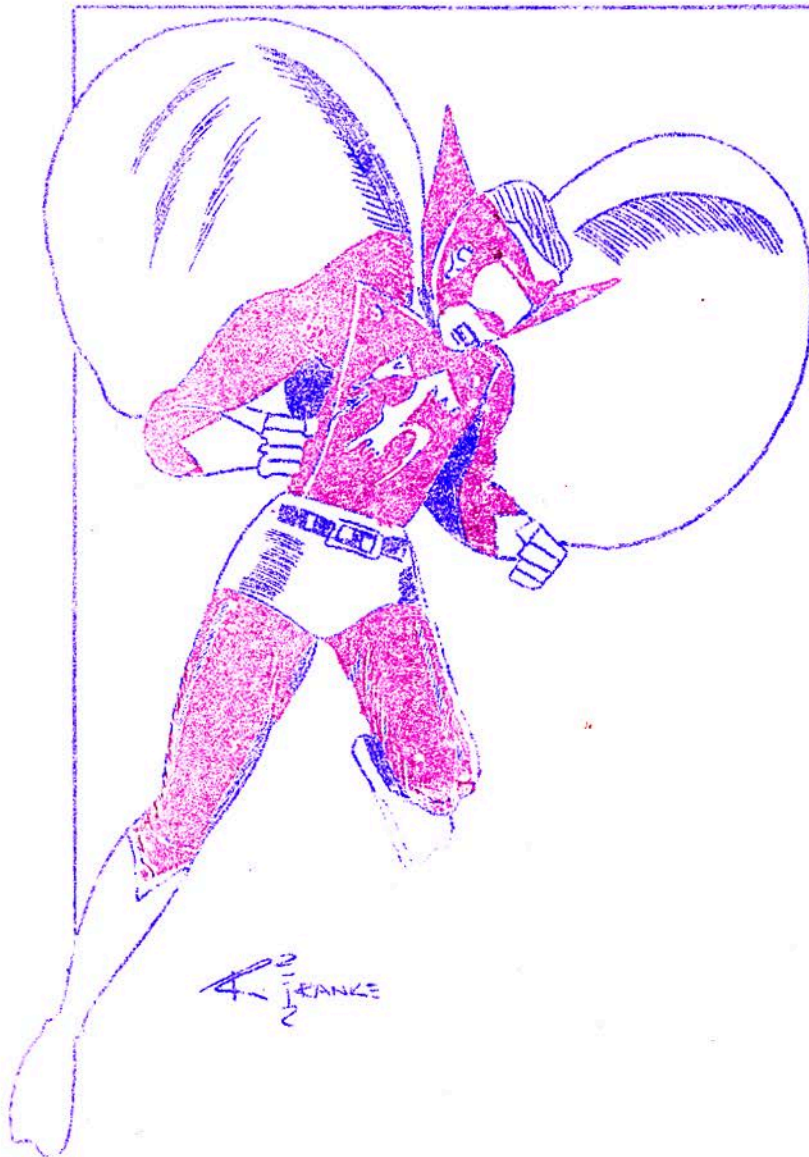
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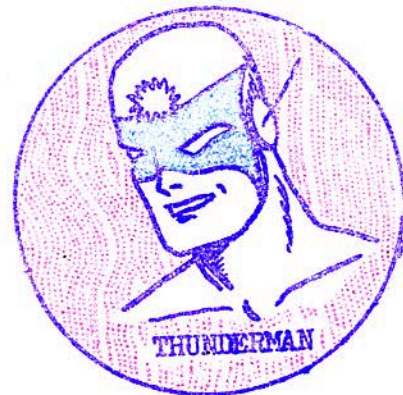
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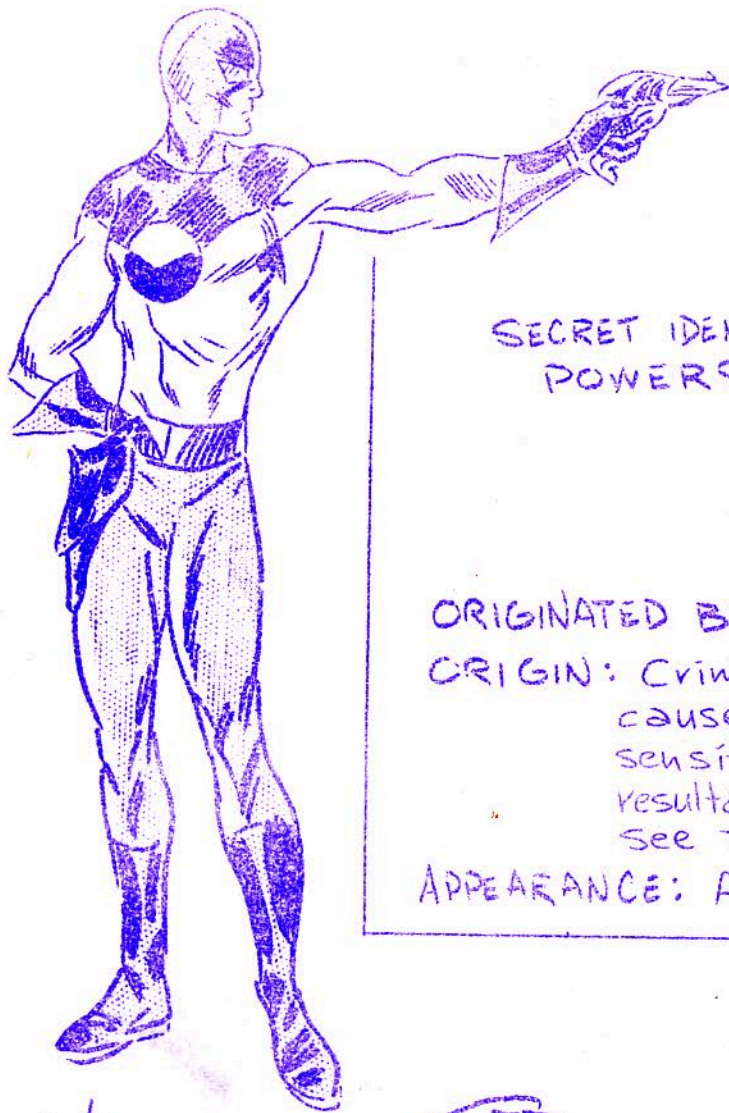


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The Eclipse

SECRET IDENTITY: Craig Pierce, Serology Dr.

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

ORIGINATED BY: Drury Moroz, writer.

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

APPEARANCE: Alter Ego #5, origin.

The Viper

SECRET IDENTITY: Nadeen Hendrix, Snake-Charmer

POWERS: None, other than expert with whip.

ORIGINATED BY: Ronn Foss

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

APPEARANCE: Origin in Komix Illus. #5, also in #11 - written by M. Martin





THE COWL

SECRET IDENTITY: Detective Lt. Jim Spade

POWERS: None; simply normal.

ORIGINATED BY: Mike Vosburg, who wrote both scripts.

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

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

Foss

Belle STARR



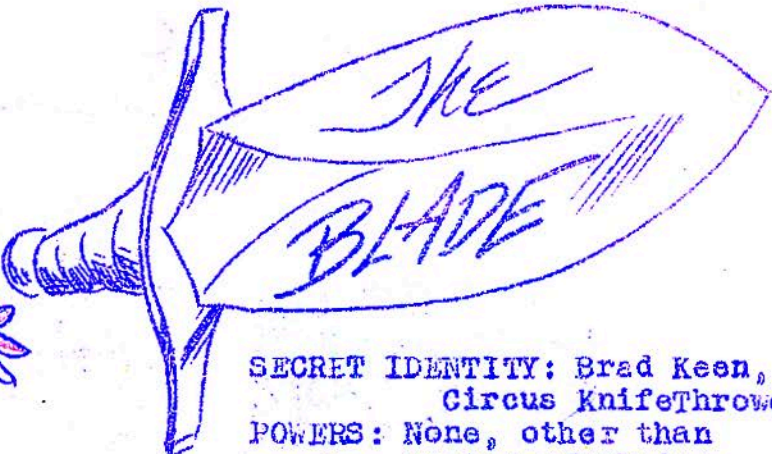
SECRET IDENTITY: None

POWERS: Confidential!

ORIGINATED BY: Roy Foss

ORIGIN: Forthcoming!

APPEARANCE: Prospective in Fantasy Heroes Hangout



SECRET IDENTITY: Brad Keen,
Circus Knife-Thrower

POWERS: None, other than
Master of Blades

ORIGINATED BY: Ronn Foss

ORIGIN: After side-show act, pursued criminals
in costume & mask and captured them
with aid of knives.

APPEARANCE: Only once to date, in Komix Illus.
#3. Origin script by REF, art by
Grass Green.

DIMENSION MAN

SECRET IDENTITY: Bob Black,
Undercover Police Agent

POWERS: Ability to teleport
via dimensional warp,
or fly; otherwise normal.

ORIGINATED BY: Parley Holman

ORIGIN: Accidental exposure to
dimensional warp-rays
intended for criminal use.

APPEARANCE: Origin in Spotlight #1,
series continued in #2 and
3. (Each segment was a story
in itself, yet all comprised
a complete, 20-page adventure.
Each separate episode scripted
by a different writer, all illod by Foss



OLD

MAID



ALTER-EGO: ABIGAIL MANCHESTER: MILLION-
AIRESS ~ WIDOW!

POWERS: NONE, BUT A DEADLY CANE THAT
SHOOTS OUT RAZOR SHARP PLAYING CARDS
CAPABLE OF SLASHING A MAN TO BITS!!!

ORIGIN: A DIAMOND COLLECTOR WHO WAS
FORCED TO GO TO EXTREMES TO COLLECT
ITEMS SHE WOULD OTHERWISE NOT BE
CAPABLE OF OBTAINING! E.G. SLASHING
THE BODY OF JASON ARGO, JEWELER, AND
ALLOWING HER SONS, KING AND JACK, TO
TAKE HIS GEMS! SHE TOOK THE DISGUISE
OF THE 'OLD MAID' IN ORDER TO OUTWIT
THE HERO, 'JOKER!'

APPEARANCES: NONE TO DATE!

GROUP: NONE

by BILL DUBAY!

LITTLE

GIANT



SECRET IDENTITY:

Tom Jorman,
cub-reporter.

POWERS: Able to leap tall buildings
with a single bound -
partial invulnerability,
energy beam from hand.

ORIGINATED BY: Steve Gerber

ORIGIN: Accidental shock from electronic computer. 4.

APPEARANCE: Origin in Headline #1

Foss



LAW'S ANGEL

BY STEVE PERRIN

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

DREAMSMAN and LUCKY

By Steve Perrin **GROUP COMPANIONS
FOR JUSTICE**

Note: (Lucky is not pictured here. See Fantasy Ill. #3).

NAMES: JERRY MANNING & His Younger Brother BILL.

OCCUPATIONS: Electronics Serviceman and high school student.

POWERS, WEAPONS, & WEAKNESSES:

Jerry is simply twice the man anyone else is. He's twice as strong, fast, alert, etc. Bill has a strange control over the laws of chance, as he can always have things happen his way. They both use sonic weapons to knock out opponents and use hopped up motorcycles.



DR.

DARKNESS

BY STEVE PERRIN.

NAME: MIKE NIGHTHAWK.

OCCUPATION: RESEARCH PHYSICIST AT ATKINS LABORATORIES.

POWERS, WEAPONS, & WEAKNESSES: Doc's sole power is the ability to see in the dark. His main reliance is placed in his Nite-Bomb which spreads an opaqueness that completely shuts out sight and sound. Only Doc's goggles and earaids will pierce the influence of this weapon. He uses his Nite-Flyer, a cushion-air craft, to get around on.

NOTE: His cover ID is that of an ivory tower scientist who refuses to relate to the world around him. He's also an American Indian. The Nite-Bomb, incidentally, will block out all radiation other than that Doc sees by, thus keeping enemies from using radar and the like to spot him. It also blocks radio waves. His girlfriend, Martha Holt, is a CI agent.



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

The BLACK PHANTOM

BY STEVE PERRIN

NAME: LAFAYETTE JERRERSON

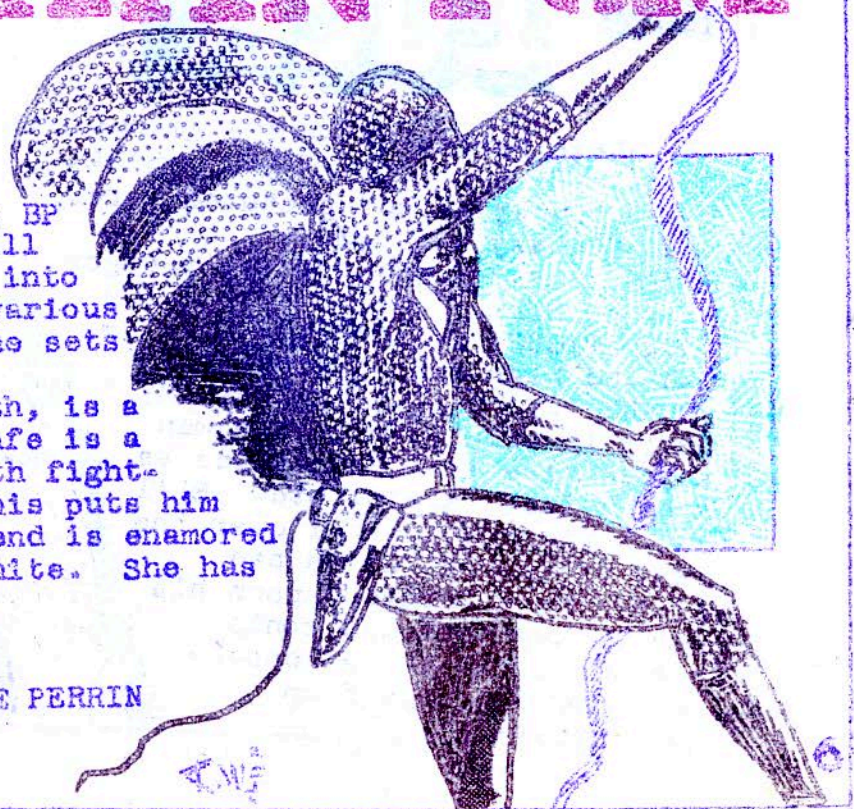
OCCUPATION: DRIVER FOR TRANS-NATIONAL BUS LINES.

POWERS, WEAPONS, & WEAKNESSES: BP has no powers. His cape will absorb light to let him blend into shadows. His gun shoots out various substances, depending on how he sets the controls on it.

NOTE: BP's little buddy, Wraith, is a white boy, Joey Trager, but Lafe is a Negro. He's much involved with fighting injustice and sometimes this puts him against the law. His girlfriend is enamored of the Black Phantom and is white. She has no idea that BP is a Negro.

Group: None;

APPERANCE. MASK & CAPE (STEVE PERRIN EDITION.)



CAPTAIN LIBERTY

BY STEVE PERRIN.



APPEARANCE: MASK & CAPE.

NAME: CARTER MACRAE

OCCUPATION: Lab assistant at Atkins Labs.

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

GROUP: COMPANION FOR JUSTICE.

MEDICO

BY STEVE PERRIN.

APPEARANCE: COMIC CAPER.

NAME: RICK MARION

OCCUPATION: INTERN

POWERS, WEAPONS, & WEAKNESSES:

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

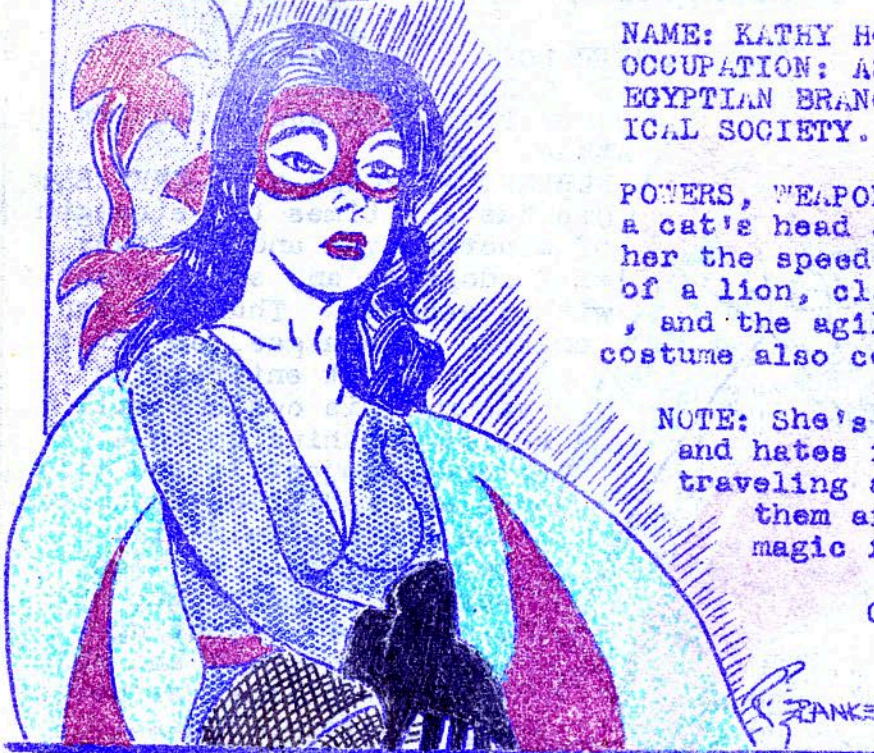
GROUP: COMPANIONS FOR JUSTICE.



R. PERRIN

WISPS

BY STEVE PERRIN



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

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

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

GROUP: MYSTIC MEN.

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

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

GROUP: VICTORY SQUAD.

APPEARANCE: HEROES' HANGOUT #3.

FORCE

MASTER



OLYMPIAN

BY STEVE PERRIN.



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

NOTE: He is engaged to Kathy (Isis) Howard.

GROUP: MYSTIC MEN (CHAIRMAN)

TOTEM CHIEF

BY STEVE PERRIN



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

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

GROUP: MYSTIC MEN.

APPEARANCE: A Future issue of Fantastic.

ANTIKEM

BY STEVE FERRIN

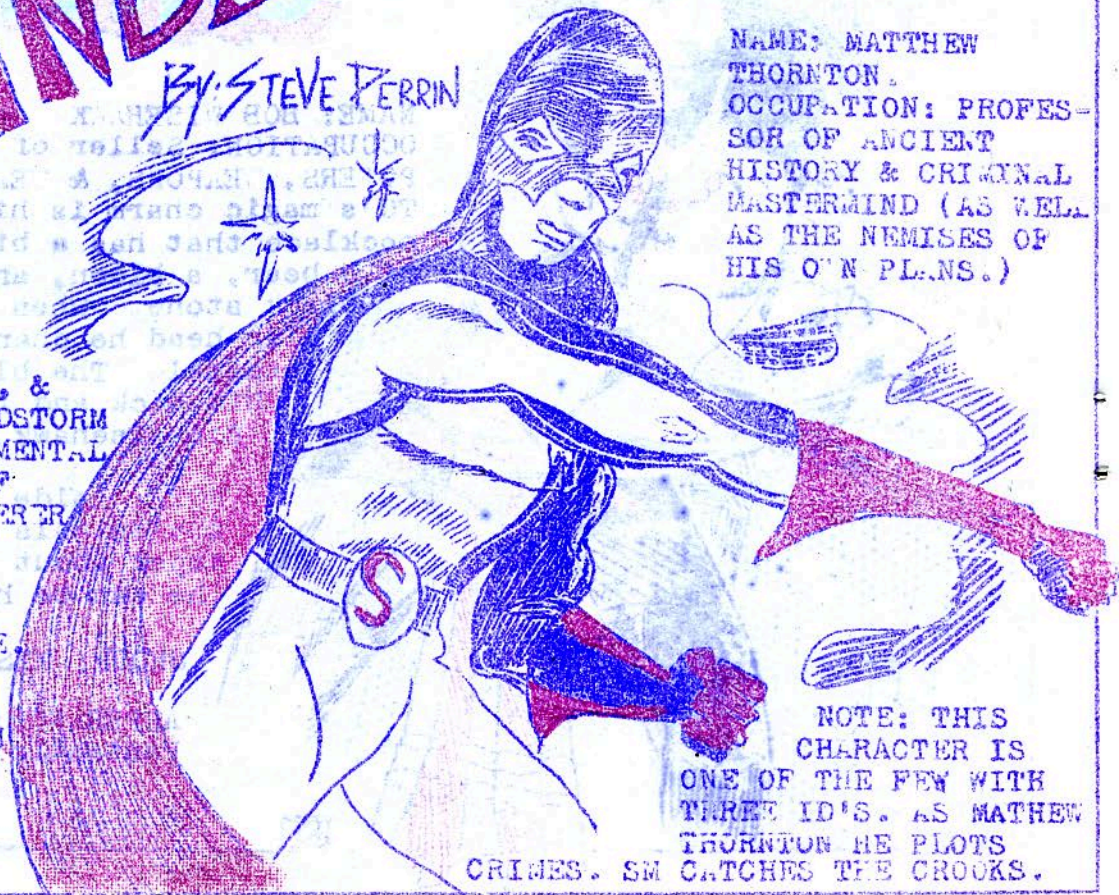


NAME: SGT. ALLEN WYNE.
OCCUPATION: PERSONAL COMBAT INSTRUCTOR FOR U.S. ARMY.
POWERS, WEAPONS, & WEAKNESSES: THIS CHARACTER CAN ABSORB ANY KIND OF RADIATION FROM THE AIR OR AN INORGANIC BODY AND USE IT IN SOME OTHER KIND OF ENERGY. THEREFORE, HE CAN TAKE BULLETS AND USE THEM FOR AN ELECTRIC CHARGE, OR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

SANDSTORM

GROUP: MYSTIC MEN.

BY STEVE FERRIN



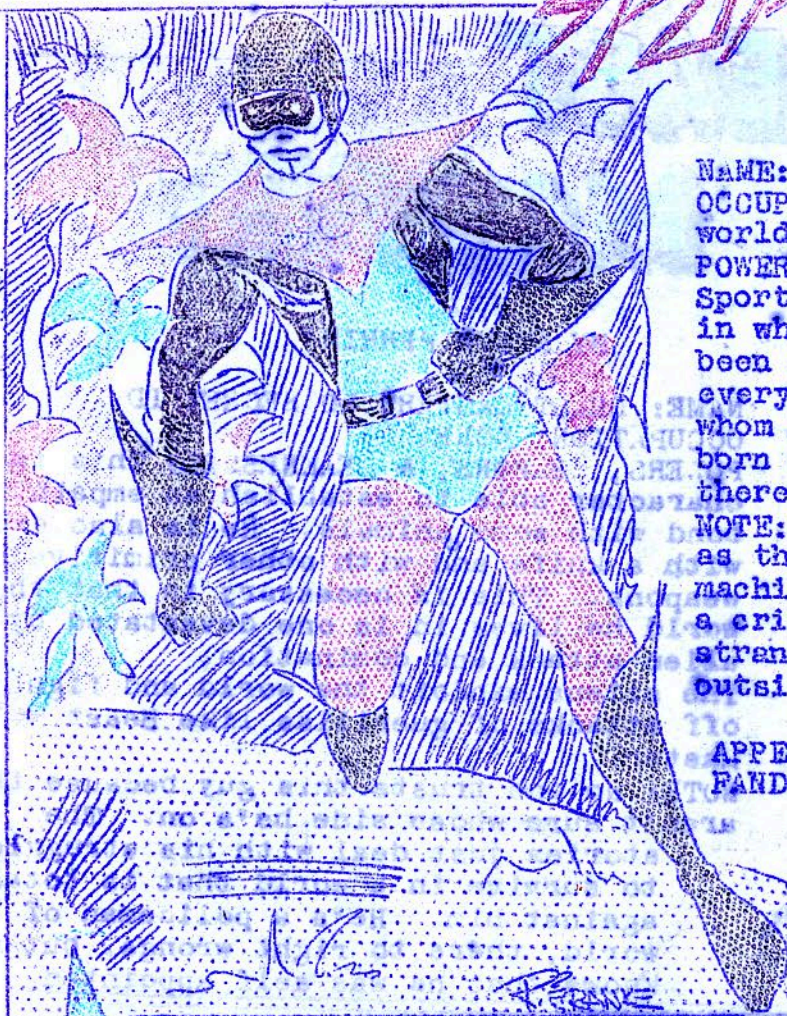
POWERS, WEAPONS, & WEAKNESSES: SANDSTORM IS AN EARTH ELEMENTAL WITH THE MIND OF A MEDIEVAL SORCERER JOSEPHUS. HIS BODY IS MADE UP ENTIRELY OF SILICON ANYWHERE HE CAN SEND HIS IDENTITY TO ANY PATCH OF SILICON & REBUILD HIMSELF.

NAME: MATTHEW THORNTON.
OCCUPATION: PROFESSOR OF ANCIENT HISTORY & CRIMINAL MASTERMIND (AS WELL AS THE NEMISES OF HIS O'N PLANS.)

NOTE: THIS CHARACTER IS ONE OF THE FEW WITH THREE ID'S. AS MATTHEW THORNTON HE PLOTS CRIMES. SM CATCHES THE CROOKS.

SPORTSMAN

BY STEVE PERRIN

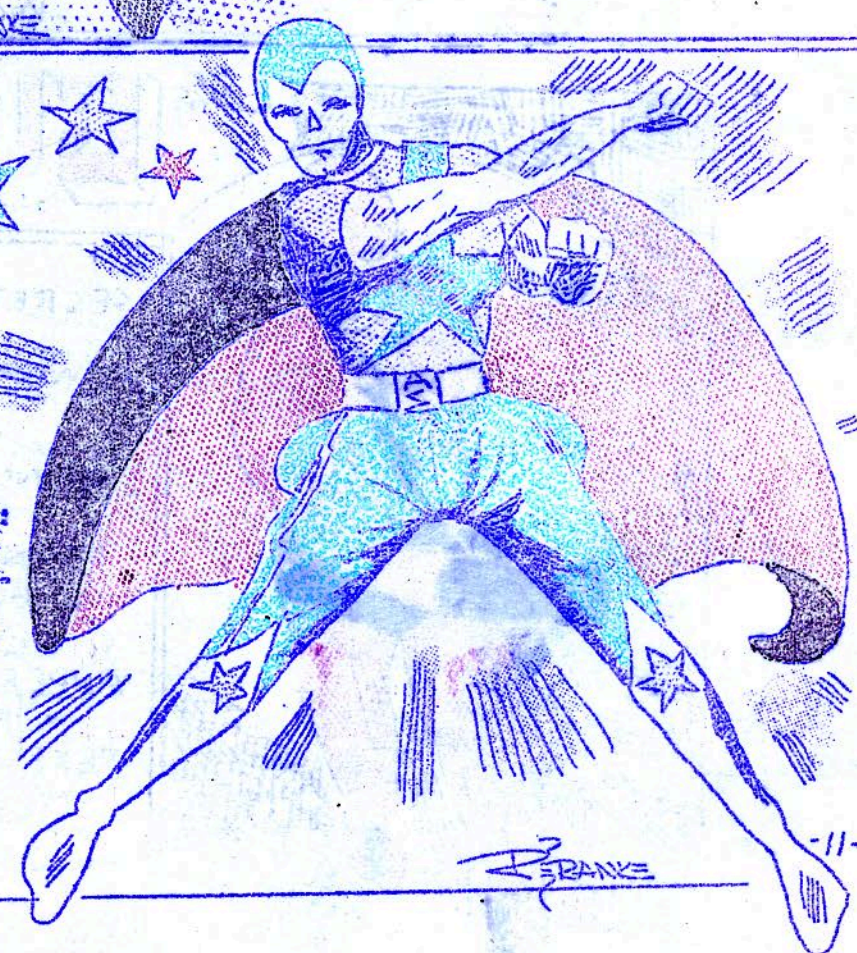


NAME: Kel Tarman.
OCCUPATION: Maintenance man for Inter-world Robotics, Inc.
POWERS, WEAPONS, & WEAKNESSES: Sportsman lives in a future world in which the physical sports have been forgotten. He excels at every sport and has a group of others whom he trains. However, he was born on a high gravity world and therefore has an edge.
NOTE: He is not a copy of Robot Fighter as the world is run by automatic machinery and humans. He is just a crimefighter of that time who uses strange abilities. He also operates outside the law.
APPEARANCE: NONE AT TIME OF PRINTING FANDOM PRESENTS.

★ AMERICAN STAR ★

BY STEVE PERRIN

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



BRANKE

BEAST MASTER



BY STEVE PERRIN

NAME: BEAST MASTER; NO SECRET ID.

OCCUPATION: NONE.

POWERS, WEAPONS, & WEAKNESSES: This is a character able to establish an empathic bond with some animals. He is also expert with a knife and with other primitive weapons. This is necessary in that the world he lives in is one devastated by alien attack and domination. The aliens exploit the world and fight off attacks of guerillas like Beast Master.

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

The GUARD



SECRET IDENTITY: JIM BENSON.

POWERS: HE POSSESSES A RING THAT CAN DO ANYTHING.

ORIGINATED BY: LARRY MONTGOMERY

ORIGIN: GIVEN A RING FROM KALNOR THE GOOD SAMARITAN OF SPALE.

APPEARANCE: HEADLINE #1

TEXT STORY: [illegible]

ILLUSTRATED BY: PAUL SEYDOR

NIGHT RIDER

BY STEVE PERRIN



GROUP: COMPANIONS FOR JUSTICE.
NAME: Clay Donaldson
OCCUPATION: Son Of Western Ranger
POWERS, WEAPONS, & WEAKNESSES:
Night Rider is an ex-Special Forces man with no powers. He uses infra-red goggles to see at night, and he is adept at using his two .45's, a lariat, knife, whip, and bolas. He rides a black horse named Hades.

Note: His girlfriend, June Collier, is going to college in the East, therefore bringing Night Rider back there occasionally, but largely Night Rider operates on the Western Plains. His specialty is fighting Old West crimes, like rustling, etc., which have been updated by modern crooks. He uses Old West weapons because he dislikes modern mass killing techniques, though he's by no means adverse to killing deserving criminals.

FRANKE

GOLDEN COMET

BY STEVE PERRIN



NAME: AL JACOBS GROUP: Companion for
OCCUPATION: Test Pilot. Justice.
POWERS, WEAPONS, & WEAKNESSES:
GC's body is gaseous and he flies at jet speed. He can shine like a comet and travel in space for great distances. He can disperse or solidify any part of his body he cares to. He uses this to extend himself for great distances and entrap his foes. No projectiles can harm him since they pass right through him. He can be hurt by heavy radiation, etc.

FRANKE



STORY BY:
PHIL LEIBFRED

ART BY: MIKE
VOSBURG

SECRET IDENTITY: BOB SAXON,
AN ASTRONIMER.
POWERS: FLIGHT, GREAT
STRENGTH, GREAT AGILITY,
PLUS NOT DEFINED.
ORIGIN: POWER
FROM METEOR THAT
FELL NEAR HIM.
APPERANCE :
MASQUERADER
3.

CAP. Victory



BY STEVE PERRIN.


NAMES: DENNIS MARKHAM & his wife JO ANNE MARKHAM.
OCCUPATIONS: A comic-book artist and w writer team.
POWERS, WEAPONS, & WEAKNESSES; These two are invulnerable to radiation and in general can copy light waves behavior. They can negate gravity and use a special photon propulation system to propel themselves. Their weapons are a pair of laser guns.
NOTE: Jo Anne's brother is Haven (Force Master) Stewart and therefore they are often brought in on espionage cases. Also, they are in the game for the fun of doing what they've always written about.
GROUP: VICTORY SQUAD.

APPEARANCES: HEROES' HANGOUT #2. TEXT STORY.

RWF

CYCLONE

BY STEVE PERRIN




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

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

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

TELE

BY STEVE
PERRIN



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

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

GROUP: VICTORY SQUAD.

APPEARANCE: MASK & CAPE.# 4
TEXT STORY. STEVE PERRIN
ISSUE.

ZODIAC

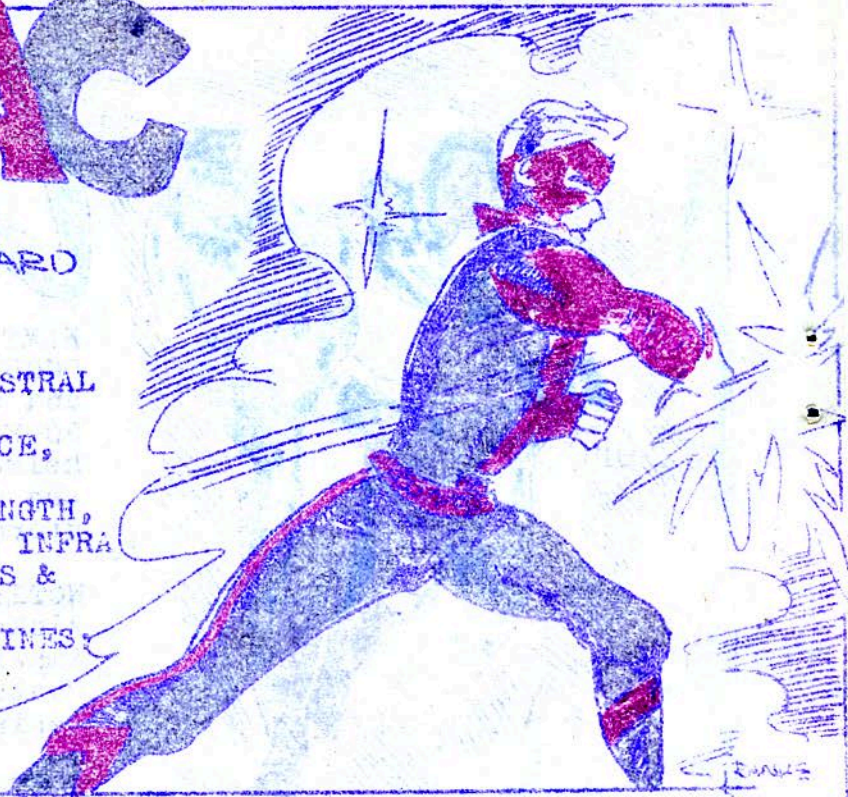
By SHERMAN HOWARD

NAME: THE ZODIAC.

POWERS: HE HAS THE POWERS OF ASTRAL ZODIAC BEINGS GIVEN TO HIM BY SAGGITARIUS. HE HAS PERSEVERANCE, AGILITY AND SPEED, MUSCLE AND NERVE CONTROL, ENDURANCE, STRENGTH, ILLUSIONS, COURAGE, FLAME-RAY, INFRA RED SIGHT, PRECEPTION OF CRIMES & JUSTICE.

HE HAS BEEN IN THE FOLLOWING ZINES:
HERO CO. ICS #7
ACTION HERO #3.

ALSO, ZODIAC WAS ILLUDINESS



NORSEMAN

By STEVE PERRIN

NAME: ERIC BJORNSON

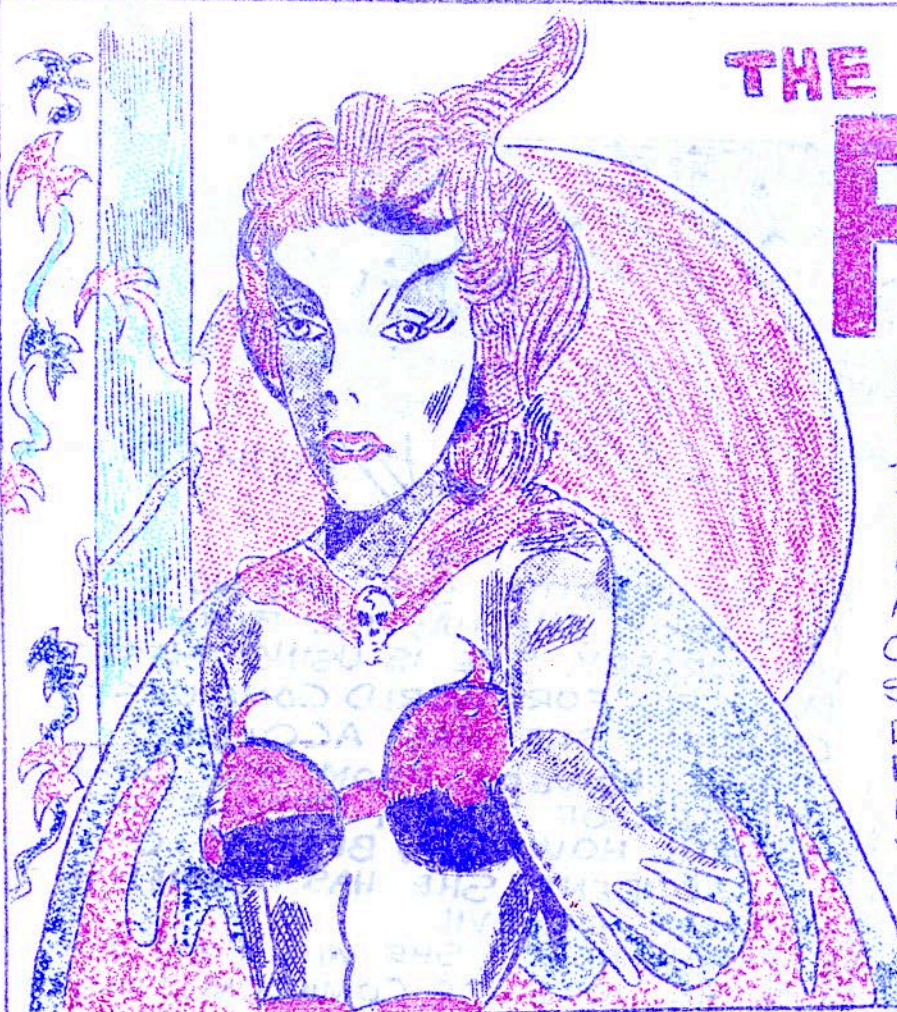
OCCUPATION: POLICEMAN

POWERS, WEAPONS, & WEAKNESSES:

NORSEMAN HAS FREY'S MAGIC SWORD OF LIGHT, TYR'S INVULNERABLE SHIELD, AND RIDES VEILDALL'S RAINBOW HORSE, GOLDTOP. GOLDTOP IS AN EIGHT-LEGGED ANIMAL THAT ALWAYS LEAVES A MULTICOLORED WAKE IN THE AIR BEHIND HIM. TYR'S SHIELD WILL NOT LET ANYTHING PASS, AND FREY'S SWORD IS TOO HEAVY FOR MEN OF EVIL TO LIFT AND AS LIGHT AS A FOIL TO ITS WIELDER. IT CAN ALSO SEND OUT BEAMS OF LIGHT TO BLIND ANYONE ITS FOCUSED AGAINST.

NOTE: NORSEMAN IS LARGELY A CRIME-FIGHTER AND HIS PATROL CAR PARTNER, DAVE MILES, KNOWS HIS SECRET ID.





THE

FLAME

by: RUDY FRANKE

SECRET IDENTITY: NONE, AS YET.

ORIGIN: SHE WAS BORN AN IMMORTAL, DAUGHTER OF MEPHISTOPHELES, AND SHE RECEIVED HER TRAINING DEEP IN AFRICA.

POWERS: SHE HAS THE POWER OF FLIGHT; ALSO, SHE CANNOT BE HARMED BY FLAME.

APPEARANCES: HEROES HANGOUT #4, ALL STARS #1.

RUDY FRANKE #1

THE SERPENT

by RUDY FRANKE

SECRET IDENTITY: SHE HAS NONE AT THE TIME OF THIS PRINTING, BUT SHE WILL IN THE FUTURE.

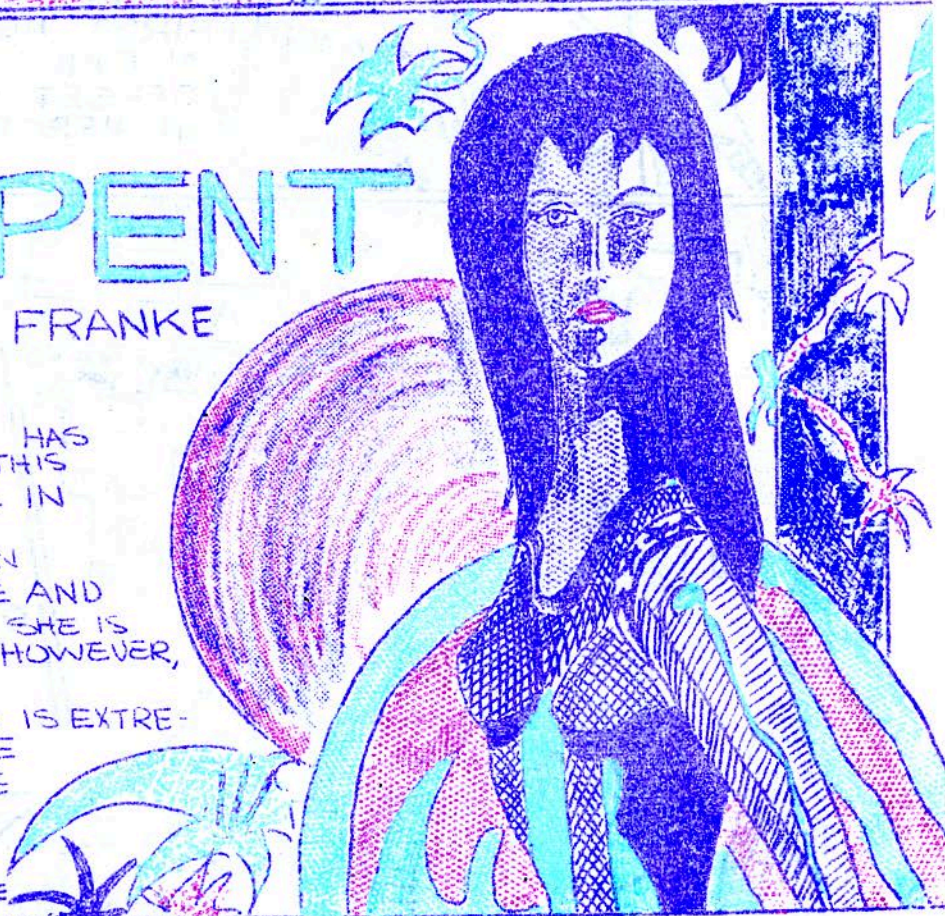
ORIGIN: SHE HAS BEEN RAISED IN THE JUNGLE AND LEAD TO BELIEVE THAT SHE IS THE FLAME'S SISTER. HOWEVER, THIS IS NOT TRUE.

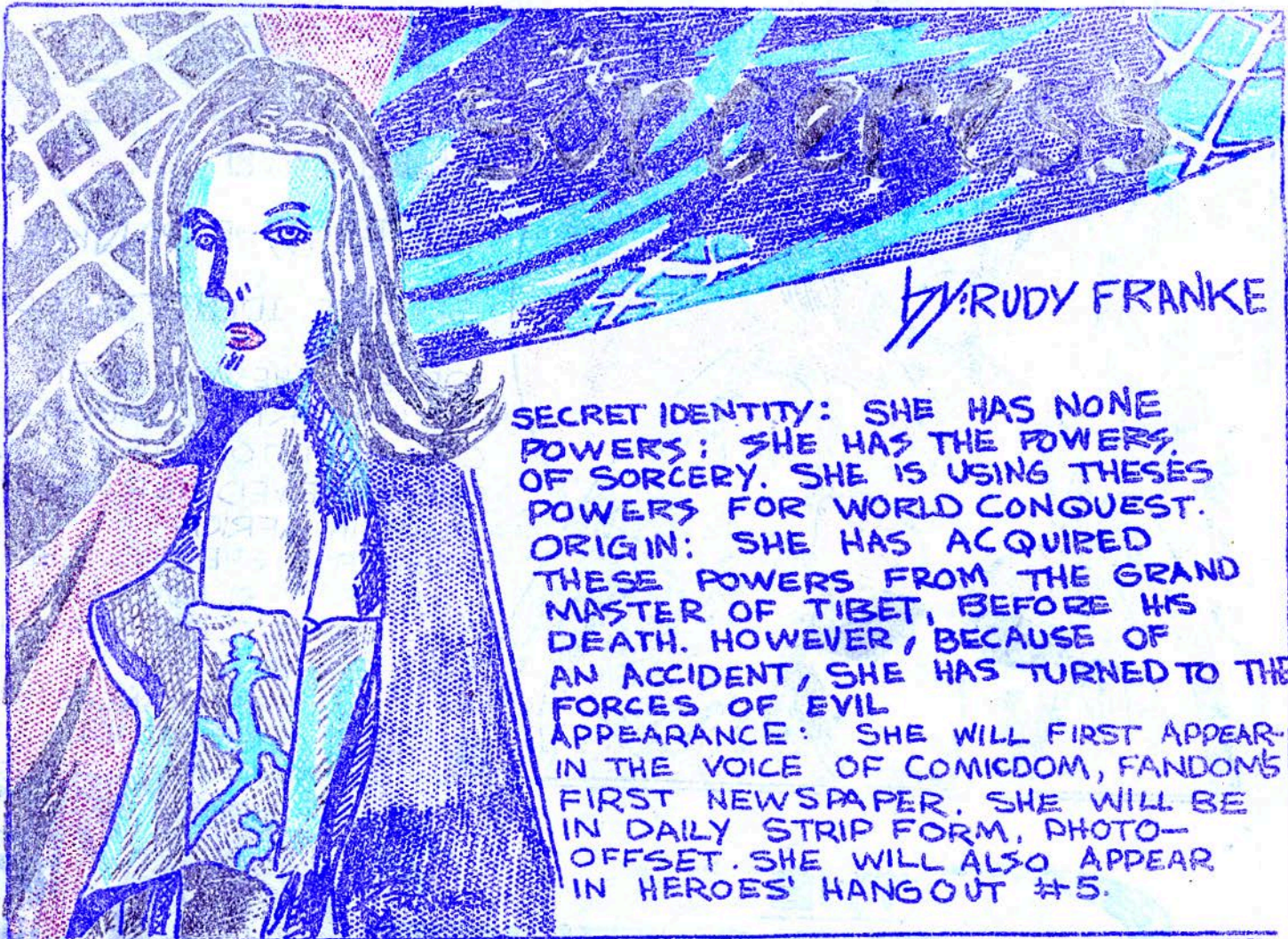
POWERS: FLIGHT. SHE IS EXTREMELY FAST AND QUITE ACROBATIC. ALSO, SHE

IS QUITE CLEVER.

ON THE SIDE OF GOOD.

APPEARANCE: H.H. #4 RUDY FRANKE





BY: RUDY FRANKE

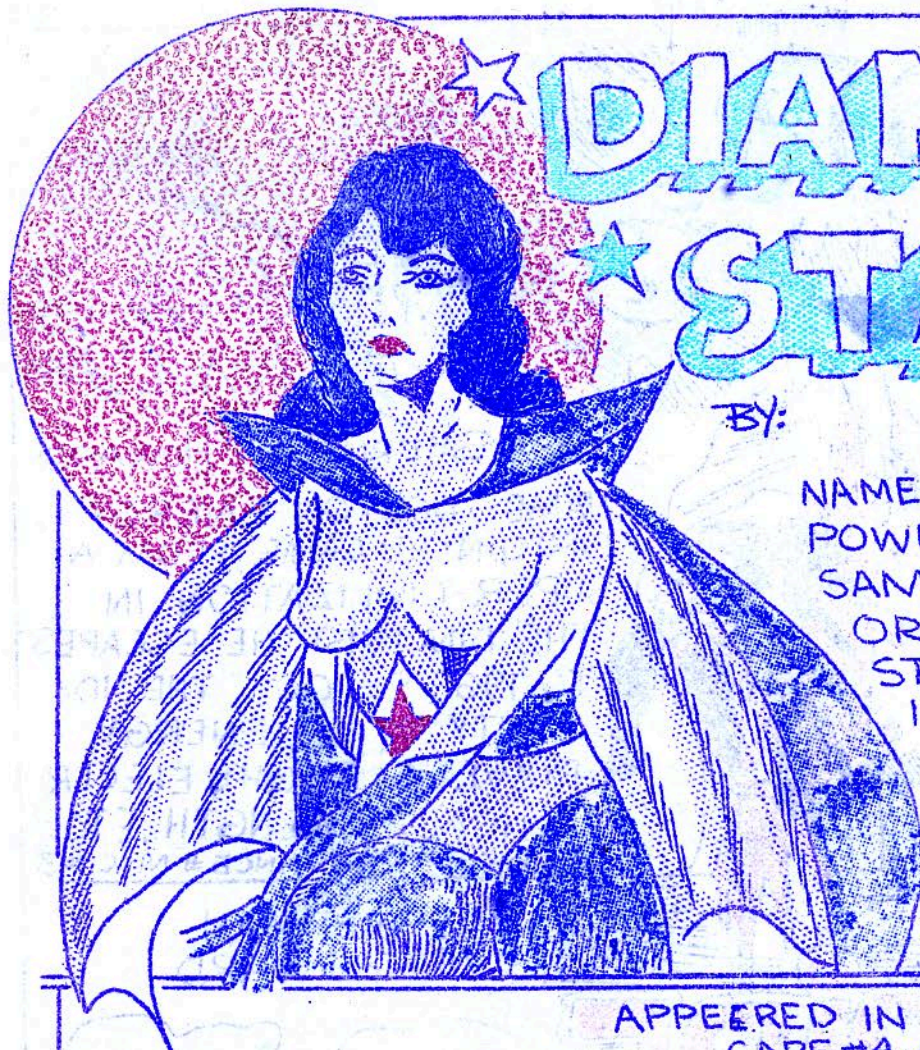
SECRET IDENTITY: SHE HAS NONE POWERS; SHE HAS THE POWERS OF SORCERY. SHE IS USING THESE POWERS FOR WORLD CONQUEST.
ORIGIN: SHE HAS ACQUIRED THESE POWERS FROM THE GRAND MASTER OF TIBET, BEFORE HIS DEATH. HOWEVER, BECAUSE OF AN ACCIDENT, SHE HAS TURNED TO THE FORCES OF EVIL
APPEARANCE: SHE WILL FIRST APPEAR IN THE VOICE OF COMICDOM, FANDOM'S FIRST NEWSPAPER. SHE WILL BE IN DAILY STRIP FORM, PHOTO-OFFSET. SHE WILL ALSO APPEAR IN HEROES' HANGOUT #5.



ALL STORIES TAKE PLACE IN THE SECRET IDENTITY: PAST.
 JOHNNY BRAND, DETECTIVE

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

RUDY FRANKE



DIAMOND STAR

STAR

BY:

NAME: DIAMOND STAR.
 POWERS: THEY ARE THE SAME AS DARK STAR'S.
 ORIGIN: SAME AS DARK STAR'S, EXCEPT THAT SHE IS A VILLAIN.
 APPEARANCE:
 ACTION HERO #3.

FRANKE

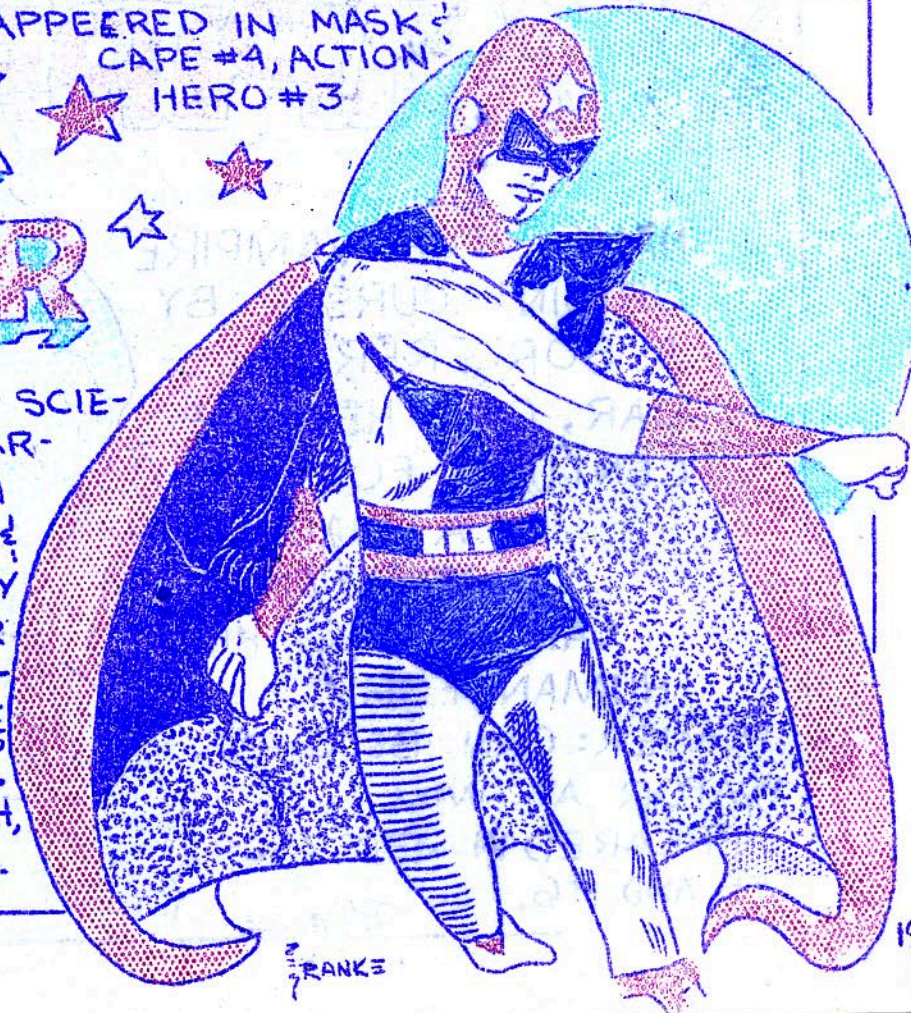
APPEARED IN MASK & CAPE #4, ACTION HERO #3

DARK STAR

STAR

BY:

ORIGIN: HIS FATHER, A SCIENTIST, DESIGNED STAR-LIGHT CONCENTRATION CABINETS. DARK STAR & HIS SISTER TOOK DAILY 1 HR. TREATMENTS FOR 15 YRS. SISTER DIAMOND'S BECAME DEFECTIVE, AFFECTING HER MIND.
 POWER: FLIGHT, STRENGTH, CAUSING EXPLOSIONS, ETC.



FRANKE



DR. ENERGY

BY: SHERMAN HOWARD.
 NAME: DOCTOR ENERGY
 ORIGIN: HE CAME FROM A
 SUPER-CIVILIZATION IN
 THE DIM PAST HE ESCAPES
 TO 1963 & TOOK THE ID-
 ENTITY OF DR ENERGY
 POWERS: FLIGHT, ELECTR-
 ICAL, STRENGTH, ETC.
 RANK# APPEARANCE# MFC#3

The VAMPIRE

BY: SHERMAN HOWARD

NAME: THE VAMPIRE
 ORIGIN: CURSED BY
 A SORCERER, KELL-
 DAR, OF THE 16TH
 CENTURY, FOUND OUT
 FOUND A MAGIC IN-
 CANTATION THAT
 CAN CHANGE HIM TO
 HUMAN FORM.

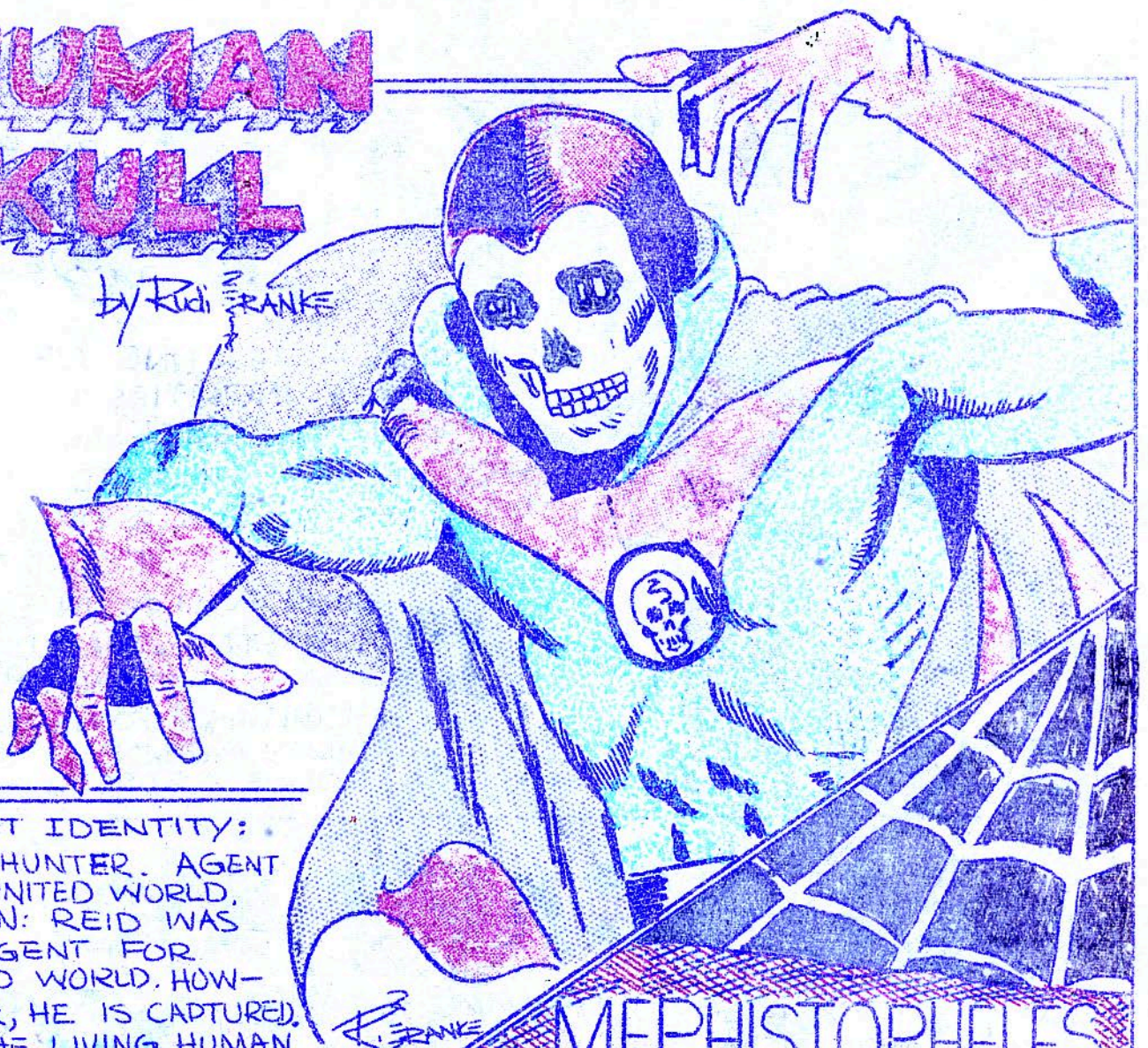
POWER: CAN BECOME A
 VAPOR AT WILL.
 APPEARED IN JEDDAK #2
 #5 AND #6.

RANK#



The **HUMAN SKULL**

by Rudi FRANKE

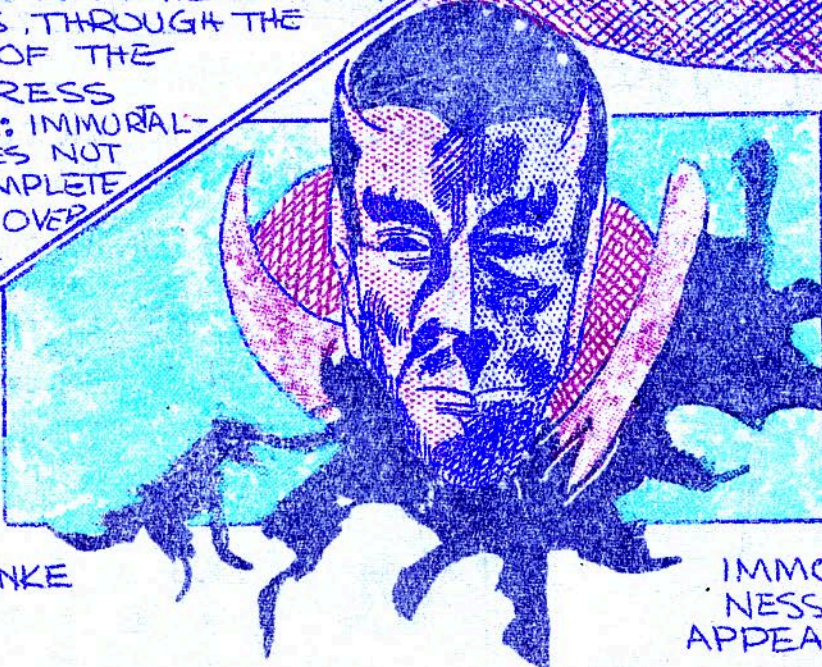


SECRET IDENTITY:
 REID HUNTER. AGENT
 FOR UNITED WORLD.
ORIGIN: REID WAS
 AN AGENT FOR
 UNITED WORLD. HOW-
 EVER, HE IS CAPTURED.
 THE LIVING HUMAN
 SKULL IS WHAT HE
 BECOMES, THROUGH THE
 POWER OF THE
SORCERESS
POWERS: IMMORTAL-
 ITY. DOES NOT
 HAVE COMPLETE
 CONTROL OVER
 HIMSELF

**APPEARAN-
 CES:** THE
 Vofc.

MEPHISTOPHELES

by R. FRANKE



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

APPEARANCES: H.H #4,5.

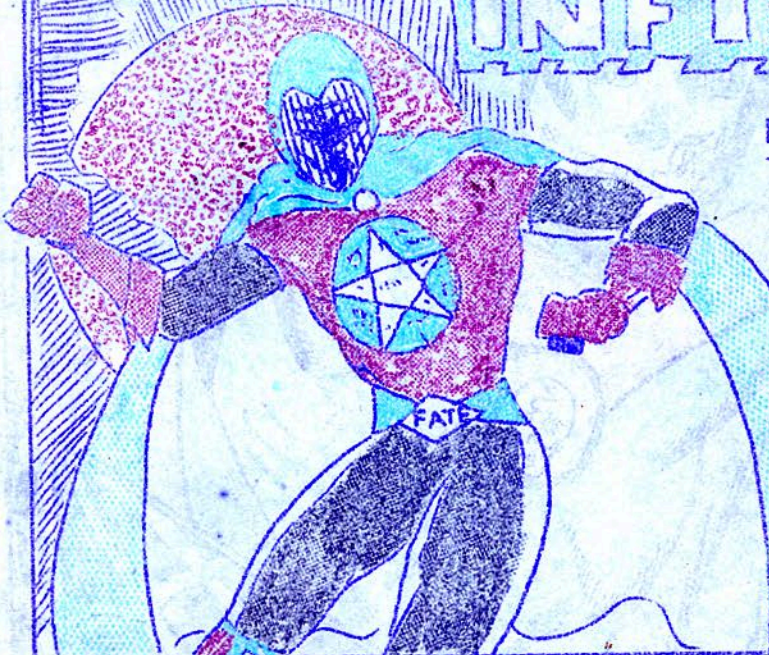
Rudi FRANKE

The THREE

APPEARANCE: THURIA #1

INFINITIES

BY:
SHERMANN
HOWARD



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

RF

CAPTAIN VICTORY

BY
SHERMANN
HOWARD



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

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

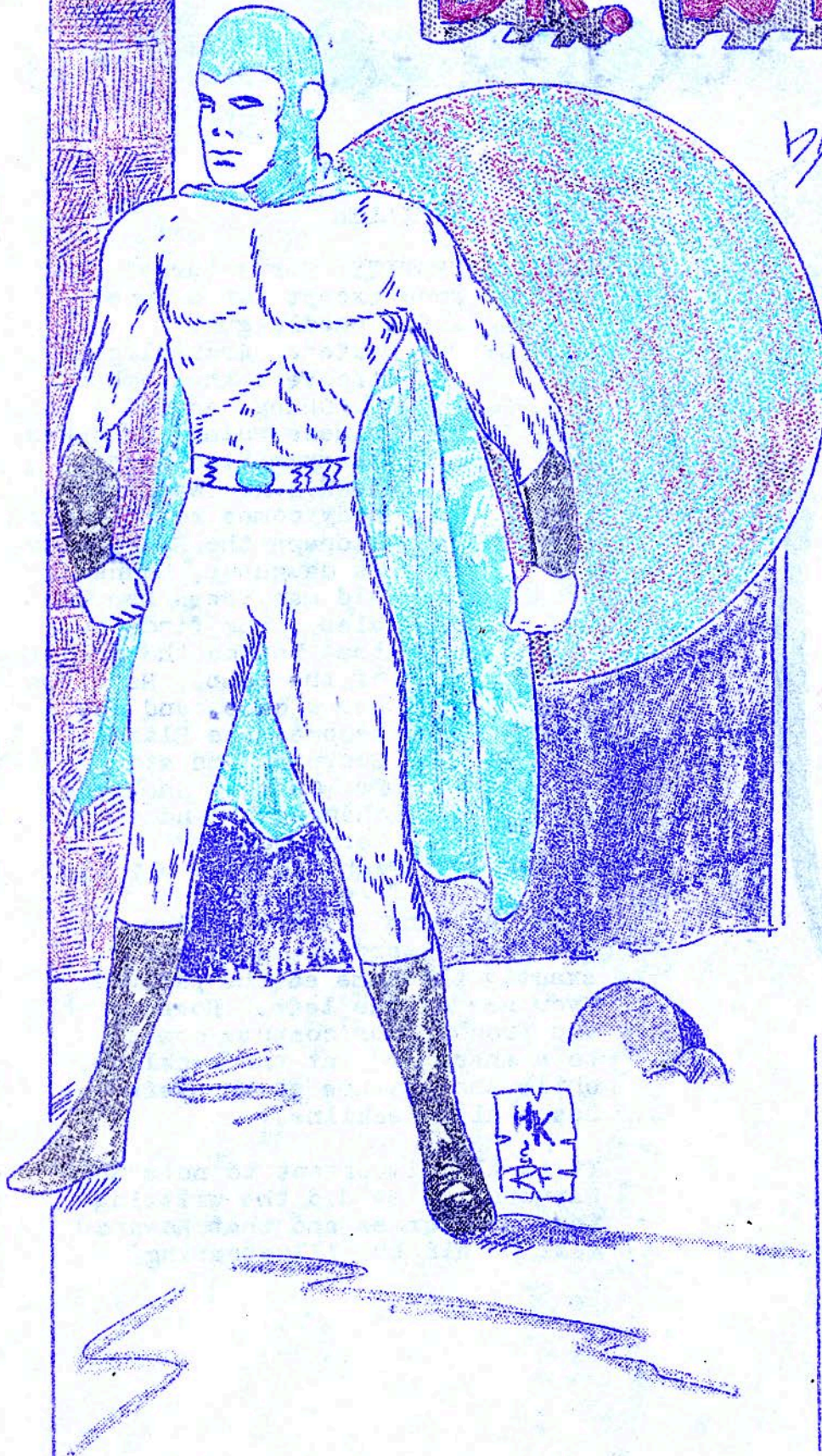
NO POWERS, HE USES SCIENTIFIC GIMMICKS TO AID HIM.

APPEARANCES:
COMIC HOUSE #1.

RF

DR. WEIRD

by HOWARD
KELTNER



SECRET IDENTITY:
Dr. Ward.

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

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

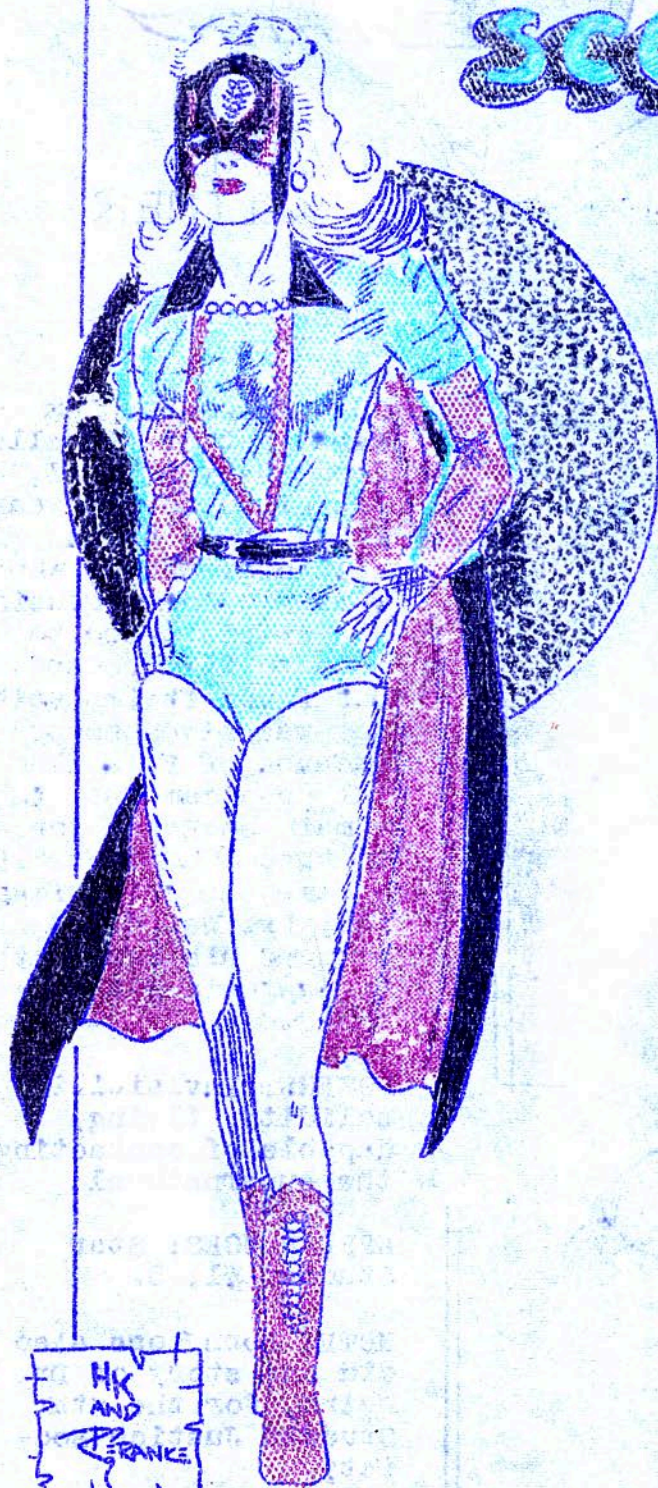
APPEARANCES: Star Studded #1, 5.

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

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

The

BLACK SCORPION



BY RAYMONE MILLER

SECRET IDENTITY: Terry Turner
POWERS: None except for a cape and a needle gun.

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

APPEARANCE: Fighting Hero #4 & 11.

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

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

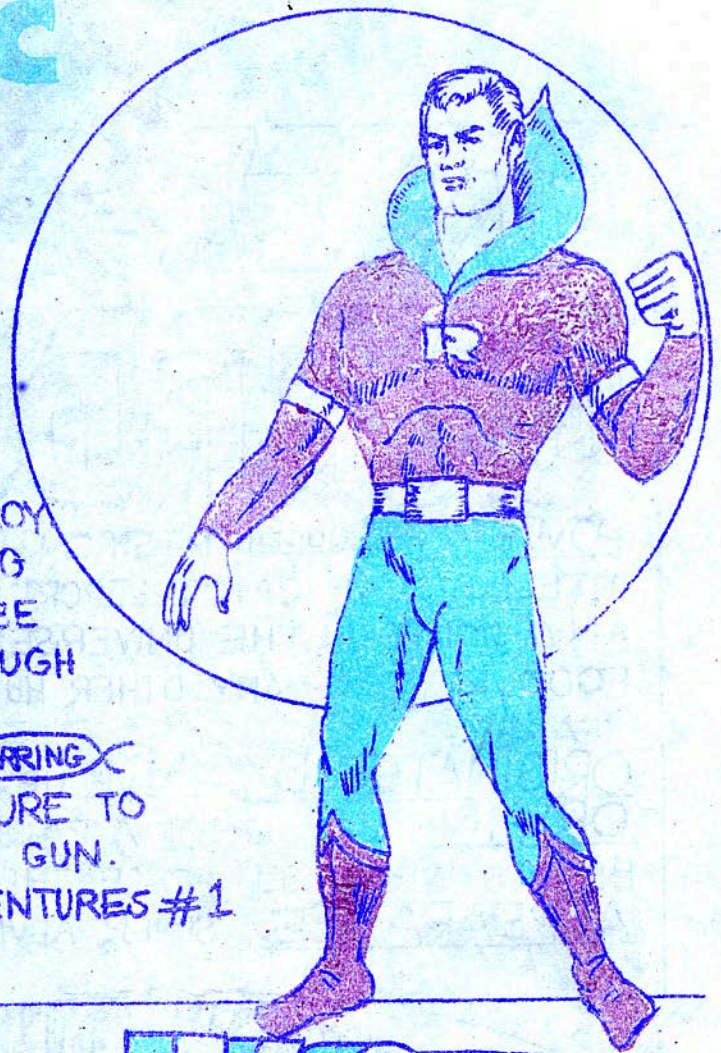
THE COSMIC RAY

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

ORIGINATED BY: DAVE HERRING

ORIGIN: ACCIDENTAL EXPOSURE TO COSMIC RADIATIONS FROM RAY GUN.

APPEARANCE: SUPER ADVENTURES #1



IKOIBAR

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

ORIGINATED BY: DAVE HERRING

ORIGIN: BORN ON ANOTHER PLANET.

CAPTURED AND CAGED BY HUMANS. WHEN HE ESCAPED HE WAS DETERMINED TO GET REVENGE AGAINST ALL HUMANS.

APPEARANCE: SUPER ADVENTURES #1

Keylar, an

INTER-PLANETARY GUARDIAN

POWERS: SUPERIOR STRENGTH, AGILITY AND INTELLIGENCE, CAN TELEPORT HIMSELF INSTANTLY TO ANY POINT IN THE UNIVERSE, CAN EXIST WITHOUT FOOD, REST OR ANY OTHER HUMAN NEED FOR MANY YEARS

ORIGINATED BY: STEVE HERRING

ORIGIN: MEMBER OF A RACE OF SUPERIOR HUMAN BEINGS WHO KEEP PEACE THROUGHOUT THE UNIVERSE

APPEARANCE: SUPER ADVENTURES #1



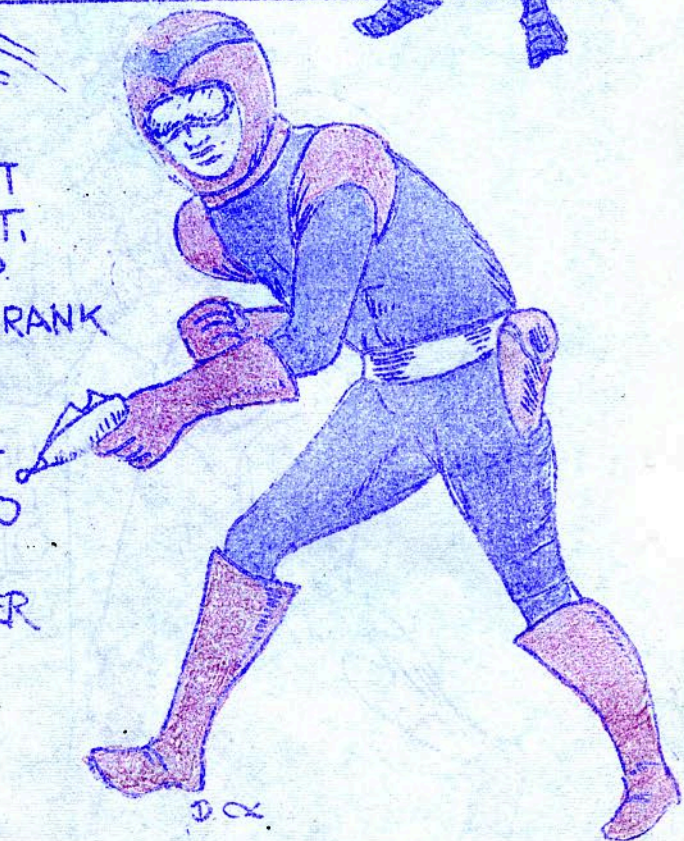
MERCURY JONES

POWERS: EXPERT ROCKET SHIP PILOT, UNUSUAL ROCKET SHIP

ORIGINATED BY: FRANK HERBERT

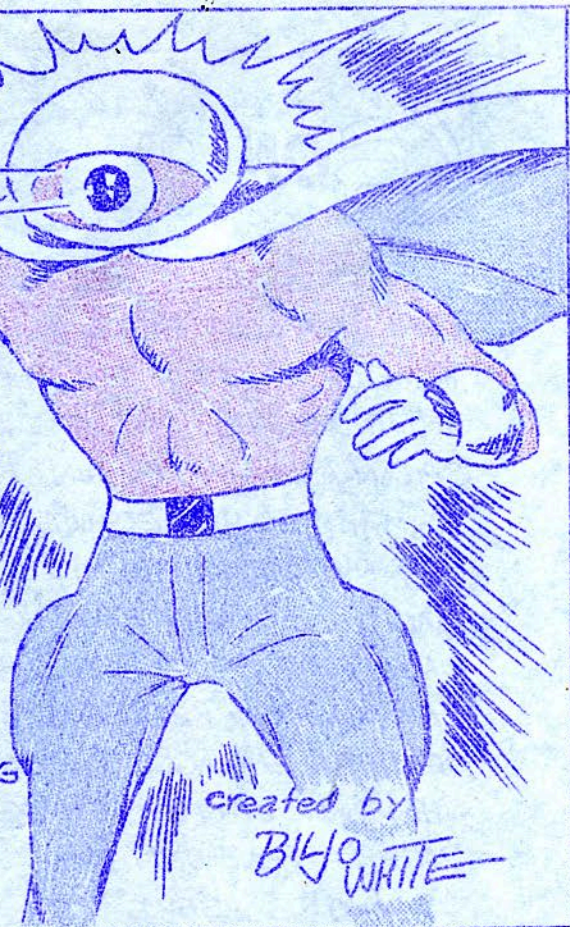
ORIGIN AS AN INVENTOR HE BUILT HIS OWN ROCKET SHIP, DECIDED TO USE IT TO BATTLE ALIEN CREATURES

APPEARANCE ODD #1, SUPER ADVENTURES #2



the Eye

ALAIIS — UNKNOWN, BUT THOUGHT TO BE AN OFFICER OF THE LAW, KNOWN AS AN UNDERWORLD EXECUTIONER THE EYE ACTUALLY IS AN UNDERCOVER AGENT USING POWERS OF HYPNOSIS, X-RAY VISION AND A HEAT RAY TO TRAP UNSUSPECTING CRIMINALS, AFTER FINISHING A CASE THE GANG MEMBERS MUST SUBMIT TO THE AMNESIA INJECTION — THUS ALLOWING THE EYE TO REMAIN WORKING UNDERCOVER. HE FIRST APPEARED IN STARSTUDDED COMICS — MAR. '64 (#3), THEN IN FIGHTING HERO COMICS #10 — APR. MAY '64.



created by
BILJO WHITE



Created by
BILJO WHITE

ASTROACE

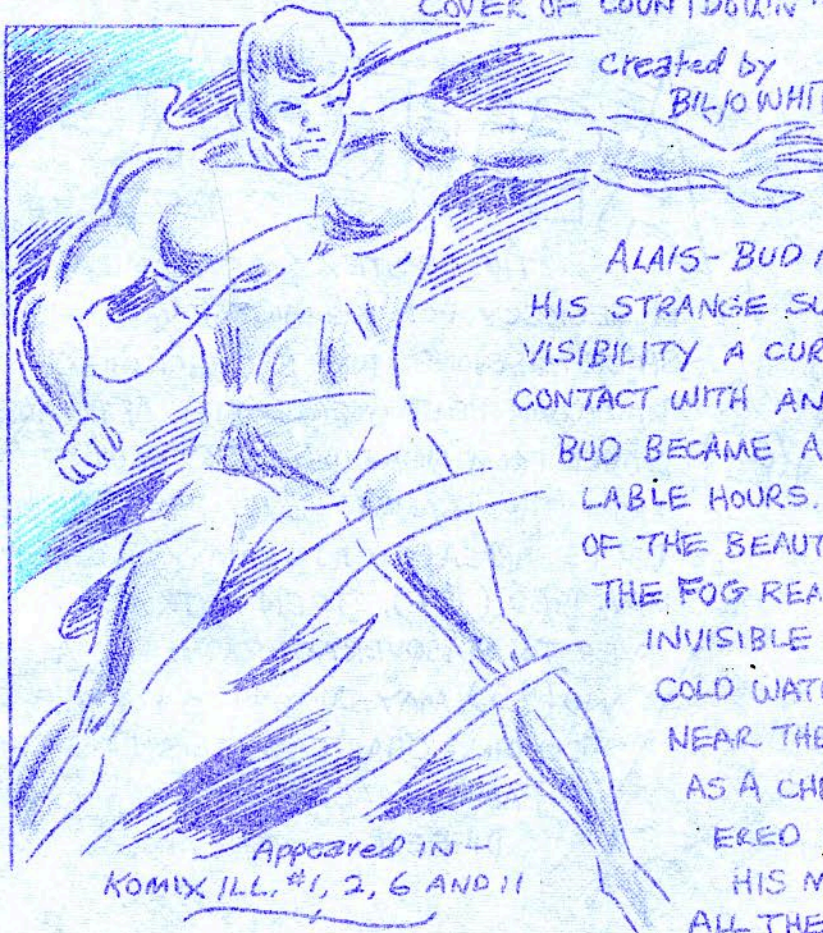
THE MYSTERY ASTRONAUT-TRAINED IN SECRECY FOR THE MOST DANGEROUS OF SPACE MISSIONS, WHILE CHECKING OUT THE RADIATION BELT OVER EARTH, ASTROACE IS SAVED FROM NEAR DEATH BY A WINGED GIRL FROM THE PLANET VEXO, THIS 1ST OF 3 PARTS APPEARED IN KOMIX ILLUSTRATED NOV. 1962 (#4), THEN ASTROACE MOVED OVER TO MASQUERADER (#4) MAR. APR. 1963 AND (#5) MAY-JUNE 1963 FOR THE CONCLUDING CHAPTERS, THIS WAS THE 1ST FAN-CHARACTER TO APPEAR IN TWO DIFFERENT FAN-ZINES.

SON OF SATAN

Created by
W. BILJO WHITE

- ACTUALLY THE SON OF THE DEVIL! A LOST BIBLE IN HIS HOME OF HADES IS READ AND STUDIED BY THE SON OF SATAN AS A BOY. GROWN TO MANHOOD HE SETS OUT INTO THE WORLD WITH HIS MAGIC LANCE - NOT KNOWING HE CAN NEVER ESCAPE HIS EVIL FATHER'S COMMAND! TORN BETWEEN GOOD AND BAD, SON OF SATAN ENGAGES THE OLD DEVIL IN A SHOWDOWN BATTLE IN HADES! SON OF SATAN APPEARED IN KOMIX ILLUSTRATED #2 AND #3... SEPT.-OCT., 1962 AND ON THE COVER OF COUNTDOWN #1.

COVER OF COUNTDOWN #1.



Created by
BILJO WHITE

The FOG

ALAI5-BUD MACOMBER - WHO CONSIDERED HIS STRANGE SUPER-POWER OF FOG-LIKE IN-VISIBILITY A CURSE! ONCE HE BECAME IN CONTACT WITH ANY TYPE OF FOG ATMOSPHERE BUD BECAME A FOG-MAN FOR 4 UNCONTROL-LABLE HOURS. ONLY AFTER A KIDNAPPING OF THE BEAUTIFUL CAROLYN NATHAN DID THE FOG REALIZE THE POTENTIAL OF THIS INVISIBLE POWER. THROWN INTO THE COLD WATERS OF THE ENGLISH CHANNEL NEAR THE WHITE CLIFFS OF DOVER AS A CHILD, BUD MACOMBER DISCOVERED HE WAS A THING OF NATURE... HIS MOTHER THE FOG... HIS FATHER ALL THE OCEANS OF THE WORLD!

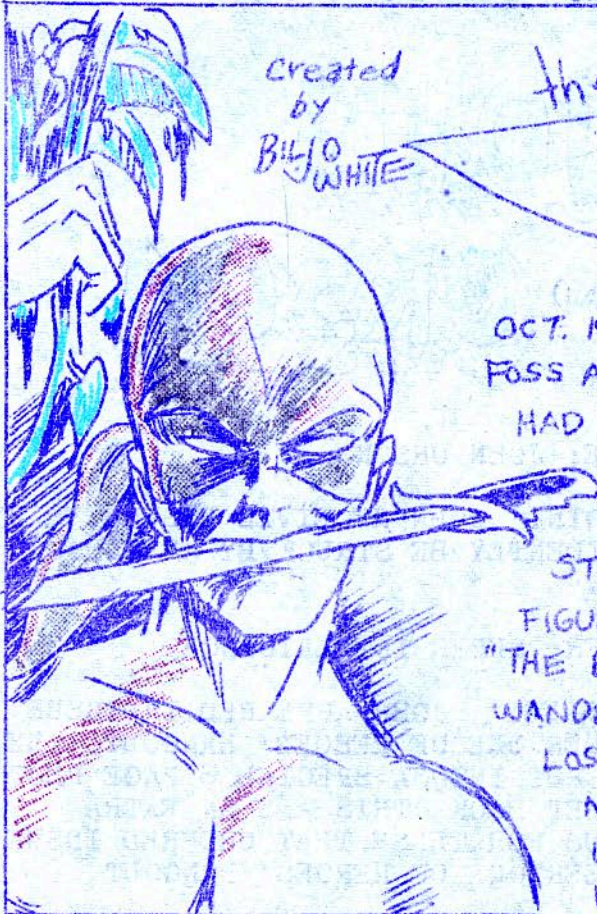
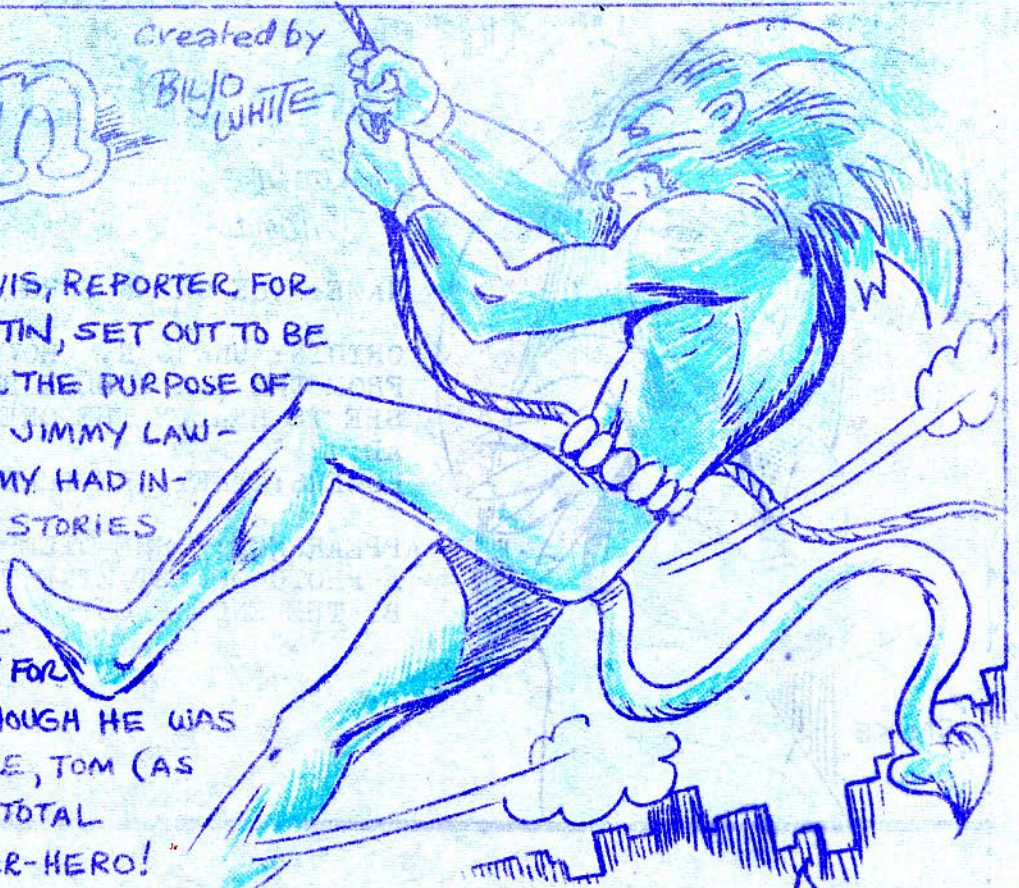
Appeared in -
KOMIX ILL. #1, 2, 6 AND 11

the Lion

Created by
BILJO WHITE

ALAIS-TOM TRAVIS, REPORTER FOR THE BOSTON BULLETIN, SET OUT TO BE A SUPER-HERO FOR THE PURPOSE OF SAVING PRESS-MAN JIMMY LAWRENCE'S JOB. JIMMY HAD INSERTED FICTICIOUS STORIES OF A "LION" CRIME-FIGHTING CHARACTER IN THE PAPER JUST FOR FUN. BUT EVEN THOUGH HE WAS A WHIZ IN PRACTICE, TOM (AS THE LION) WAS A TOTAL FAILURE AS A SUPER-HERO!

THE LION APPEARED IN LIMBO-1 (KOMIX ILL. #10) - MAY 1963



Created
by
BILJO WHITE

the BLADE

KOMIX ILLUSTRATED #3
OCT. 1962 PRESENTED "THE BLADE" BY RONN FOSS AND GRASS GREEN. YET ANOTHER "BLADE" HAD BEEN CREATED BY BILJO WHITE (SEE LEFT) AND THIS CHARACTER IS SCHEDULED FOR AN UP-COMING APPEARANCE IN STAR STUDDED COMICS (AN OFF-SET ISSUE). DISFIGURED BY SAVAGES IN THE AFRICAN JUNGLE "THE BLADE", MASKED TO COVER HIS SCARS, WANDERS FROM TOWN TO TOWN SEEKING HIS LOST IDENTITY. BRAIN INJURY HAS LEFT HIM NEAR INSANE, A LONELY TROUBLED MAN WHO FINALLY FIGHTS HIS WAY WITH BLADE IN HAND TO THE ONE HE LOVES.

the GREEN SORCERESS

by Roger Brand



by
K. FRANKE

NAME: THE GREEN SORCERESS.

ORIGIN: UNKNOWN. HOWEVER, SHE IS REVIVED FROM THE EARLY BLUE BOLT COMICS. THEREFORE, SHE IS REALLY THE CREATION OF A PROFESSIONAL.

POWERS: THEY ARE THAT OF SORCERY.

APPEARANCE: SHE WILL APPEAR IN ALL STARS. A PHOTO-OFFSET ZINE THAT SHOULD BE OUT BY THE END OF OCT.



by
ROGER BRAND

JOHN ORSON

NAME: JOHN ORSON.

ORIGIN: JOHN RECEIVED HIS POWER BY ACCIDENTLY BE STRUCK BY AN UNUSUAL RAY.

POWER: SUPER INTELLIGENCE.

APPEARANCE: JOHN APPEARED IN ISSUE NUMBER ONE OF HEROES' HANGOUT. HE WAS PUT INTO A SPECIAL 3 PAGE PHOTO OFFSET BOOK, THIS WAS AN EXTRA BONUS FOR THOSE THAT ORDERED ISSUE NUMBER ONE OF HEROES' HANGOUT.

The IMMORTALS

by BILL DUBAY

ALTER EGOS: (FROM LEFT TO RIGHT-) MICKEY (AIRBOY), SHERRY (MISS FORTUNE), BUCK (THE BRAIN), & ROCK, (THE ALIEN) !!!
ORIGIN: A CAVE FAMILY FROM THE EARLY STONEAGE, WHICH RECEIVED STRANGE POWERS, AFTER HAVING BEEN BATHED IN THE RAYS OF AN EXPLODING SPACESHIP! THEIR CHIEF AND FATHER, ADM, WAS KILLED, BUT BUK TOOK LEADERSHIP, AND WITH HIS NOW ADVANCED BRAIN, HE CIVILIZED THE OTHER THREE, WHOM RECEIVED POWERS OF DIFFERENT MAGNITUDES! BUK LATER BUILT A TIME MACHINE, AND ALL JOURNEYED TO THE PRESENT YEAR WHERE THEY SETTLED DOWN TO A PEACEFUL LIFE OF AIDING THE GOVERNMENT! THEY RECEIVED ADDITIONAL POWERS WHILE TRAVELING THROUGH THE TIME BARRIER, THAT OF IMMORTALITY !!!
APPEARANCES: PROSPECTIVE IN FANTASY ILLUSTRATED !!!



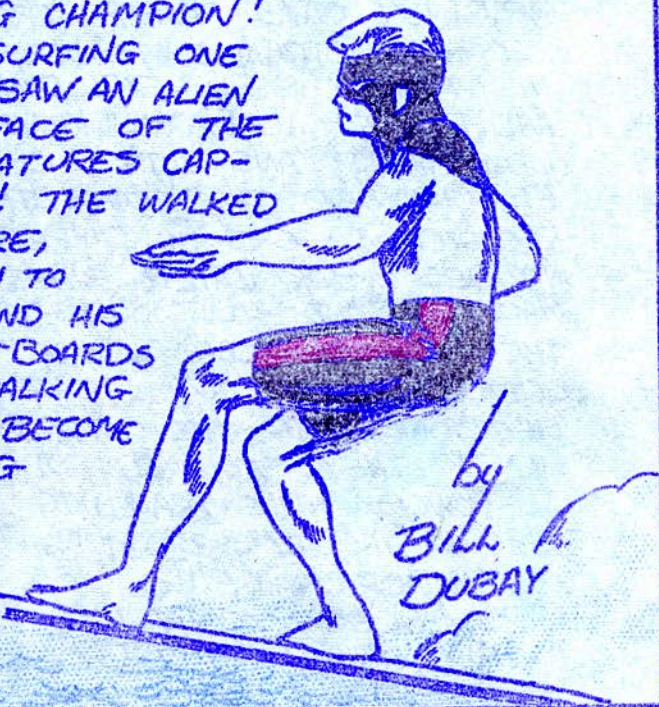
by
BILL
DUBAY

JOKER

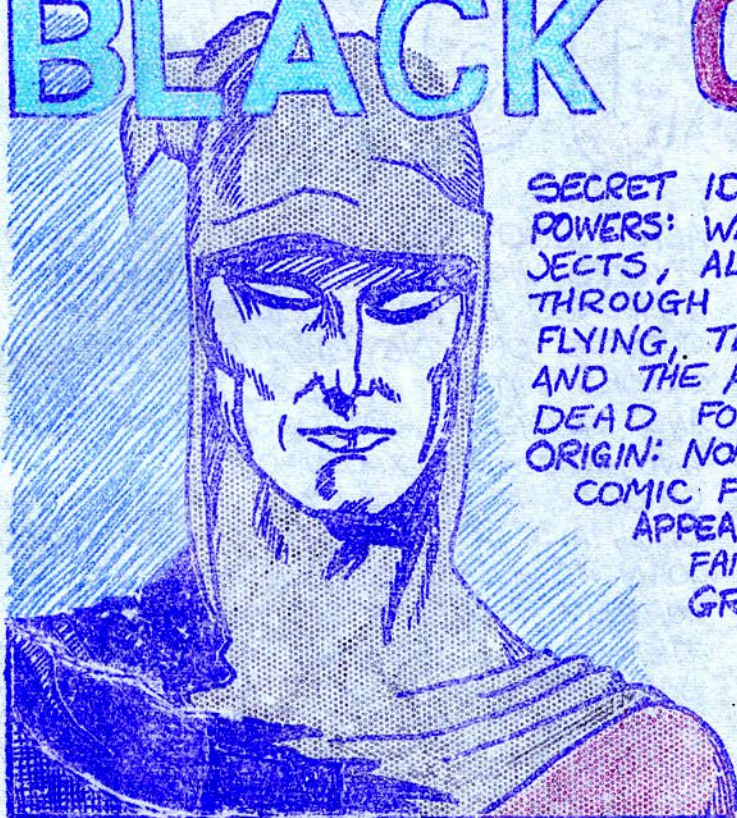
ALTER EGO: JOHN RIVERS: FBI AGENT
POWERS: NONE, BUT HE IS CONSTANTLY HAMPERED BY THE POLICE FOR WORKING OUTSIDE OF THE LAW! E.G. CAPTURING CROOKS WITHOUT A LICENCE, BREAKING AND ENTERING, DISTURBING THE PEACE, AND INDECENT EXPOSURE !!!!!!
ORIGIN: IN ORDER TO CAPTURE THE OLD MAID, A MURDEROUS OLD LADY, JOHN IS ASSIGNED BY THE F.B.I., TO PORTRAY THE PART OF THE JOKER! ONLY THE POLICE COMMISSIONER AMONG WITH JOHN KNOW THIS! BUT STILL, THE COMMISSIONER'S MEN TRY TO CAPTURE HIM, IN HIS JOKER GUISE FOR "WORKING OUTSIDE OF THE LAW!!!"

SURFER

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



BLACK GHOST



SECRET IDENTITY: NONE PRESENTED!
POWERS: WALKING THROUGH SOLID OBJECTS, ALLOWING OBJECTS TO PASS THROUGH HIS BODY, SOLIDITY OR MIST, FLYING, TELEPORTATION, INVISIBILITY, AND THE ABILITY TO CALL UPON THE DEAD FOR AID!!!
ORIGIN: NONE YET PRESENTED IN A COMIC FANZINE!
APPEARANCES: FANTASY HERO #3,
FANTASY HEROES' HANGOUT #1!
GROUP: INVINCIBLES!!!

by BILL DUBAY

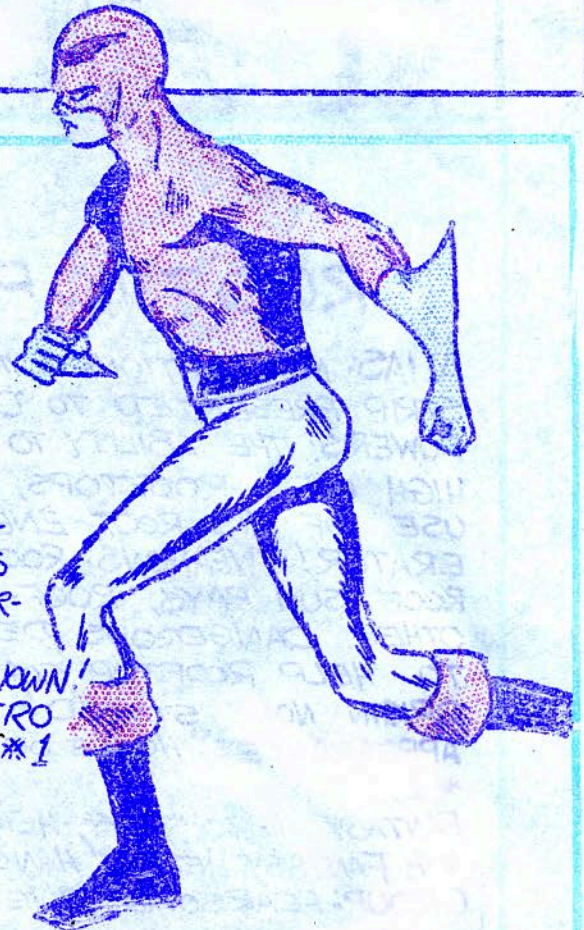
FLAG



SECRET IDENTITY: NOT AS YET FORECLOSED,
BUT SUSPECTED TO BE ONE OF THE
MORE PROMINENT FANZINE EDITORS!
POWERS: ABNORMAL SPEED, NOT EX-
CEEDING 75 MILES PER HOUR!
ORIGIN: BORN WITH SPEED IN RUN-
NING, CAPABLE OF OVERTAKING A
RUNNING AUTOMOBILE !!!
APPEARED IN
FANTASY HERO #3, & FANTASY
HEROES' HANGOUT #1!
GROUP: INVINCIBLES!

by BILL DUBAY & MARTY ARBUNICH

DR. LAW



SECRET IDENTITY: TOM KIRBY
POWERS: NONE
ORIGIN: TO STOP HIS WIFE'S
NAGGING, HE SETS OUT TO MAKE A
NAME FOR HIMSELF AS A FIGHTING-
COSTUMED HERO! TRYING TO MAKE HIS
WIFE PROUD OF HIM..... HE FAILS MISER-
ABLY ON HIS FIRST ADVENTURE! HE
DOES NOT EVEN MAKE HIMSELF KNOWN!
APPEARED IN: HERO #4, FANTASY HERO
#3, 4, FANTASY HEROES' HANGOUT #1
GROUP: INVINCIBLES!

by BILL & CHIK DUBAY

ORIGINATED BY ALLAN LUCAS

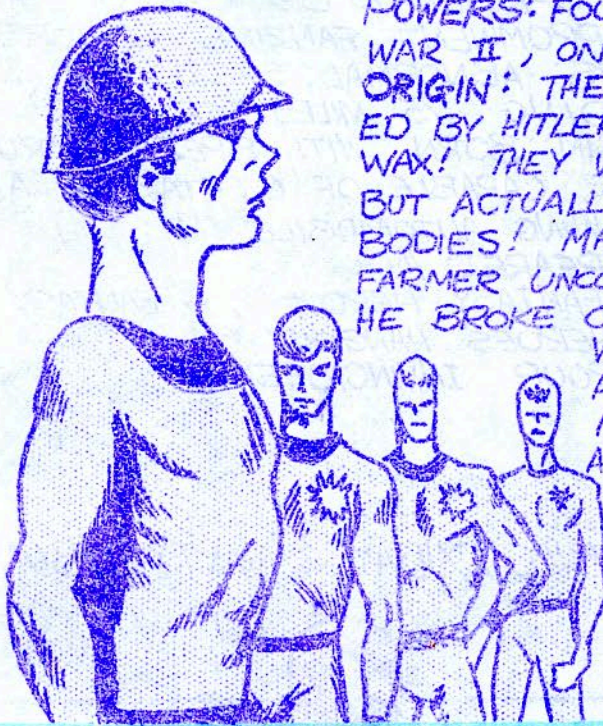
JUNIOR COMMANDOES

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

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

ORIGIN: THE JR. COMMANDOES WERE CAPTURED BY HITLER, AND ENCASED WITHIN SOLID WAX! THEY WERE THOUGHT TO BE DEAD, BUT ACTUALLY, THE WAX PRESERVED THEIR BODIES! MANY YEARS LATER, A GERMAN FARMER UNCOVERED THEM ON HIS LAND! HE BROKE OPEN THE WAX, AND THE JRC'S WERE REVIVED BY THE FRESH AIR! THEY SOUGHT OUT AN AMERICAN ARMY BASE, AND AGAIN AIDED AMERICA IN IT'S BATTLES!

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



ROOFTOP

ALIAS: NOT MENTIONED IN ANY STRIP PRESENTED TO DATE!

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

ORIGIN: NONE STATED!

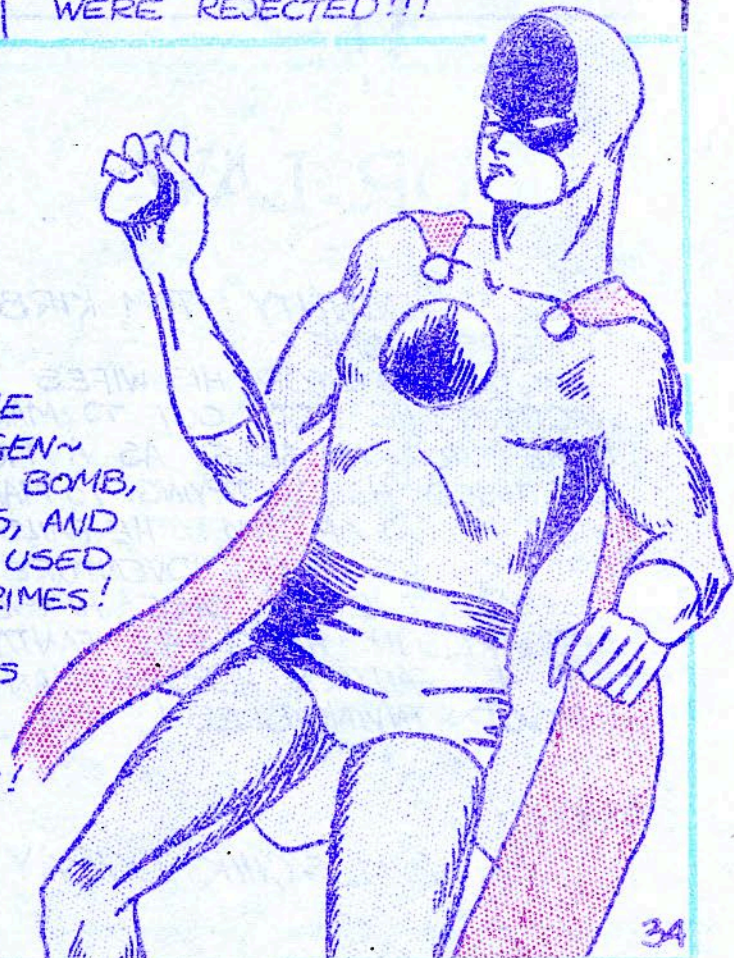
APPEARANCES: HOUSE OF HEROES *1,

FANTASY HERO *3,4, HERO

*4, FANTASY HEROES HANGOUT *1!

GROUP: FEARSOME FIVE!!!

by BILL DUBAY



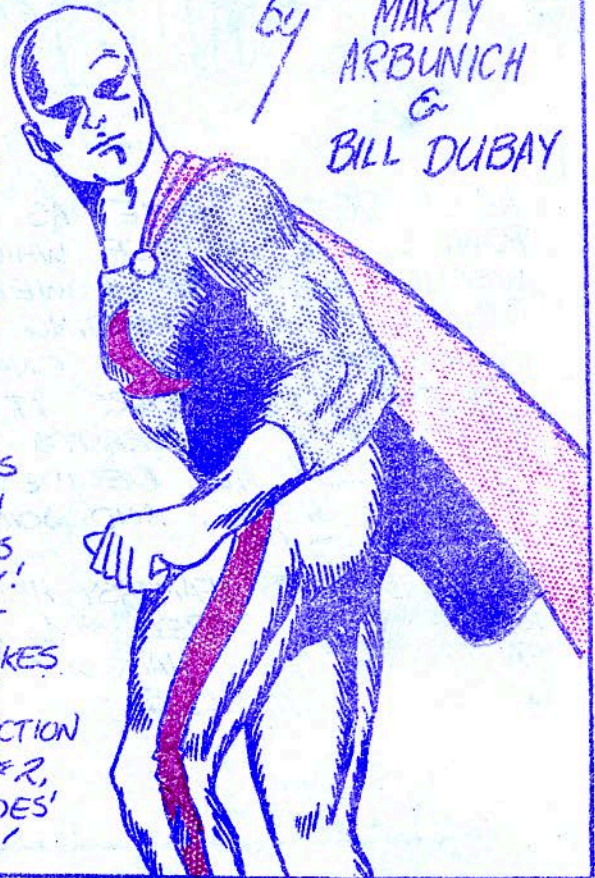
NITE-CRAWLER

ALTER-EGO: NOT KNOWN!

POWERS: AMAZING STRENGTH, UN-BELIEVABLE STRENGTH!

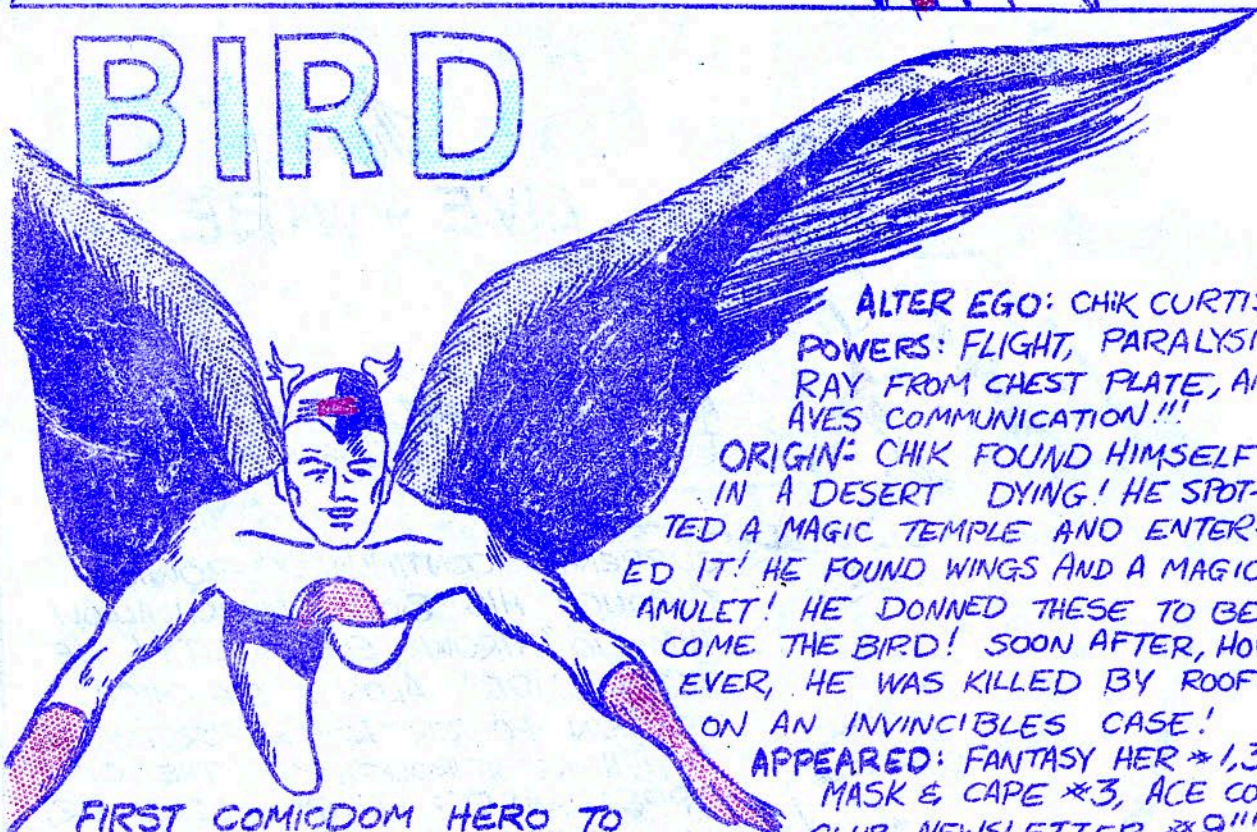
ORIGIN: HE HAS BEEN REBELIOUS OF THE HUMAN RACE EVER SINCE HIS YOUTH! HIS PARENTS WERE CONVICTS WHO WERE EXECUTED FOR MURDER WHEN THE LAD WAS ONLY TWELVE! HE ESCAPED FROM HIS GUARDIAN IN A STOLEN CAR! THE CAR CRASHED INTO AN ATOMIC POWER PLANT WHICH CAUSED A TREMENDOUS EXPLOSION! SURPRISINGLY ENOUGH THE BOY LIVED THROUGH IT, AND HIS MUSCLE TISSUE INCREASED RAPIDLY! HIS POWERS ONLY FUNCTION IN THE DARK OR AT NIGHT! THE SUN MAKES HIS TISSUES REGULAR SIZE AGAIN!

APPEARANCES: FANTASY HERO * 1,3, ACTION HERO * 2 (TWO STORIES), MASK & CAPE * 2, HOUSE OF HEROES * 1 AND FANTASY HEROES' HANGOUT * 1! GROUP: FEARSOME 5!



by MARTY ARBUNICH & BILL DUBAY

BIRD



ALTER EGO: CHIK CURTIS
POWERS: FLIGHT, PARALYSIS RAY FROM CHEST PLATE, AND AVES COMMUNICATION!!!

ORIGIN: CHIK FOUND HIMSELF IN A DESERT DYING! HE SPOTTED A MAGIC TEMPLE AND ENTERED IT! HE FOUND WINGS AND A MAGIC AMULET! HE DONNED THESE TO BECOME THE BIRD! SOON AFTER, HOWEVER, HE WAS KILLED BY ROOFTOP ON AN INVINCIBLES CASE!

APPEARED: FANTASY HER * 1,3, MASK & CAPE * 3, ACE COMIC CLUB NEWSLETTER * 9!!!

FIRST COMICDOM HERO TO EVER DIE IN ACTION ~ JAN. 1964

Billy De

ALTER EGO: SAME AS HERO NAME!
POWERS: A SWEATER WHICH GIVES THE WEARER ULTIMATE POWERS !!!
ORIGIN: WHILE SHOPPING FOR A SWEATER, BILLY BUYS A BLACK ONE WHICH CATCHES HIS EYE! HE WEARS IT HOME, AND FINDS THAT IT GRANTS HIM ANYTHING HE WISHES! HE DECIDES TO BECOME A SUPER HERO, AND JOIN THE INVINCIBLES!!!

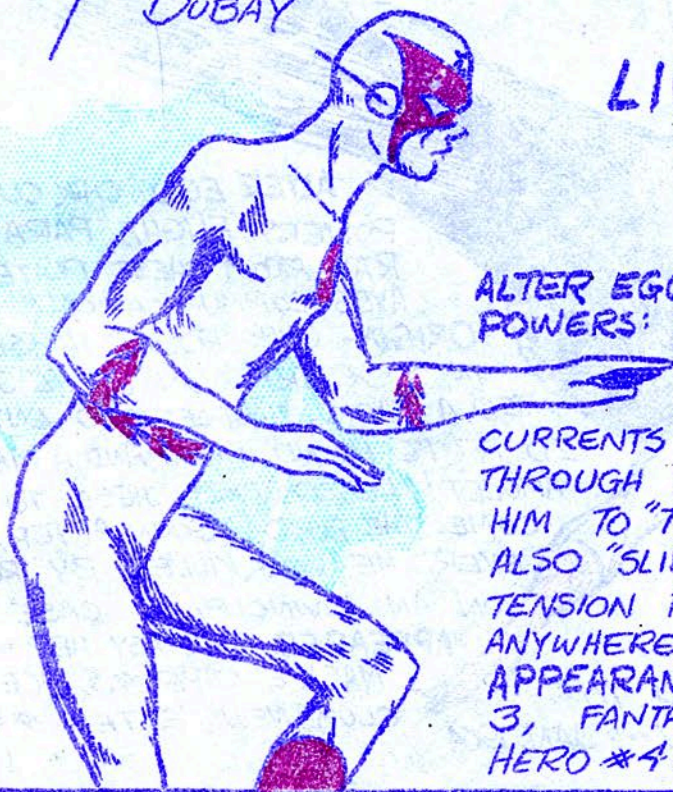
APPEARANCES: FANTASY HERO *1, 2, 3, COMIC CAPER *1, HERO *4!
FANTASY HEROES' HANGOUT *1!
GROUP: INVINCIBLES



by
Bill
DUBAY

by
Bill
DUBAY

The LIVE ~ WIRE



ALTER EGO: NOT KNOWN
POWERS: ABILITY OF ELECTRICAL

CURRENTS CONTINUALLY FLOWING THROUGH HIS BODY, WHICH ALLOW HIM TO "THROW" ELECTRICITY! HE ALSO "SLIDES" ALONG THE HIGH TENSION POWER LINES, FOR TRAVEL ANYWHERE THROUGHOUT THE CITY!
APPEARANCES: FANTASY HERO *2, 3, FANTASY HEROES' HANGOUT *1, HERO *4! **GROUP:** INVINCIBLES!

5 HORSEMEN of DEATH

ALTER-EGOS: VIRES, VICTOR, TEMPUS, IGNIS, POTENS !!!
POWERS: VIRES: STRENGTH, VICTOR: INVULNERABILITY, TEMPUS: GUARDIAN OF TIME, POTENS: THE ALL DOMINANT, IGNIS: FIRE DEMON!
ORIGIN: ONE TIME BRAVE MEN OF EARTH NOW CAUGHT IN THE DIMENSION OF DEATH BY THEIR IMMORTAL ENEMY, MORTIS, THE DEATH MASTER !!! ONCE MORTIS IS DEFEATED, THE FIVE WILL BE RETURNED TO THEIR BELOVED EARTH, ALONG WITH THEIR IMPRISONED GALANT STEEDS.
APPEARED IN: COMIC CAPER * 1
AS A TEXT STORY WRITTEN BY MARGARET GEMIGNANI, REVISED BY M. ARBUNICH, ART BY BILL DUBAY!
GROUP: FIVE HORSEMEN of DEATH !!!



MORTIS; MASTER of DEATH

ALTER-EGO: MORTIS; DEATH !!!
POWERS: THE ALL POWERFUL GUARDIAN OF THE DIMENSION OF DEATH! THE CONTROLLING SPIRIT OF THE DECEASED AND THE EVIL MASTER OF ALL DEATH!
ORIGIN: THE IMMORTAL BEING WHO ALWAYS HAS BEEN IN EXISTENCE AND ALWAYS WILL BE UNTIL HIS DEFEAT BY THE FIVE HORSEMEN OF DEATH !!!
APPEARANCES: COMIC CAPER * 1

by MARTY ARBUNICH



The MICRO~GNAT

by MARTY ARBUN~

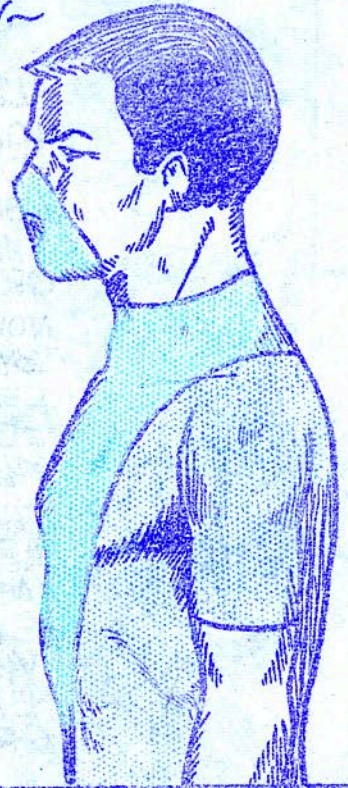
ALTER EGO: DAVE TRENT

POWERS: CAPABLE OF SHRINKING IN SIZE AT WILL, BECOMING A SMALL, HUMAN~GNAT, CAPABLE OF SUPER STRENGTH, AND FLIGHT!

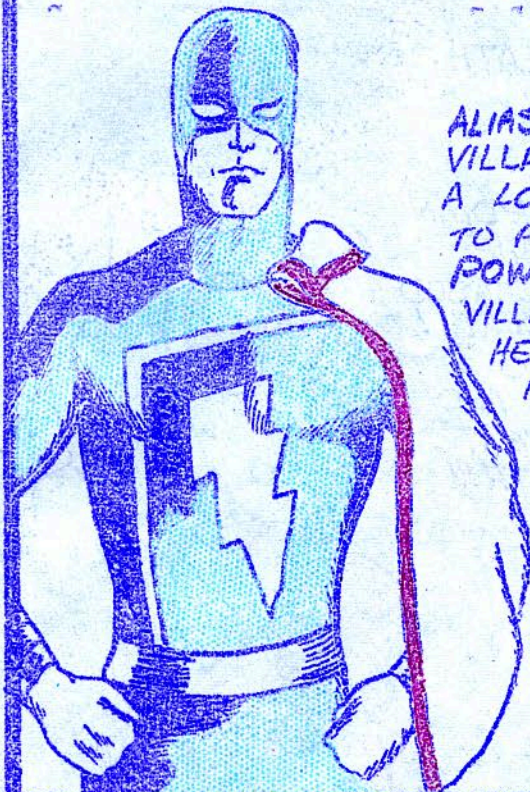
ORIGIN: WHILE WORKING WITH IMPORTED "GOD~GNATS" OF THE AMAZON, IN A CHEMICAL EXPERIMENT, DR. TRENT WAS ACCIDENTALLY BITTEN BY THE DEADLY INSECTS! HE SURVIVED, BUT FOUND THAT HE COULD DO UNIMANIGABLE THINGS! HE COULD SHRINK IN SIZE, FLY, YET STILL BE CAPABLE OF DOING HUMAN ACTS ALSO, SUCH AS THINKING AND SPEAKING! HE TURNS HIS POWERS TO THE USE OF JUSTICE, AND BECOMES THE MICRO~GNAT!

APPEARED IN: MASK AND CAPE!

GROUP: NONE: BUT PROSPECTIVE INVINCIBLES MEMBER !!!



CAPT. MARVELOUS



ALIAS: NO ONE KNOWS YET, BECAUSE THIS VILLAIN HAS NEVER BEEN CAPTURED FOR A LONG ENOUGH PERIOD FOR ANYONE TO FIND OUT HIS REAL IDENTITY!

POWERS: NONE! A TYPICAL INGENIOUS VILLAIN WHO SCARES PEOPLE INTO THINKING HE IS ONE OF THE WORLD'S MIGHTIEST MORTALS!.

ORIGIN: NONE TOLD TO DATE!

APPEARANCES: FANTASY HERO *3, & FANTASY HEROES' HANGOUT *1!!!

by
BILL DUBAY

by BILL DUBAY

GREEN SCEPTRE alias

DR. SATAN



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



GROUPS: INVINCIBLES, VIGILANTEE COMMITTEE ~ G.S., FEARSOME 5 ~ DS.

THUNDERMAN

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

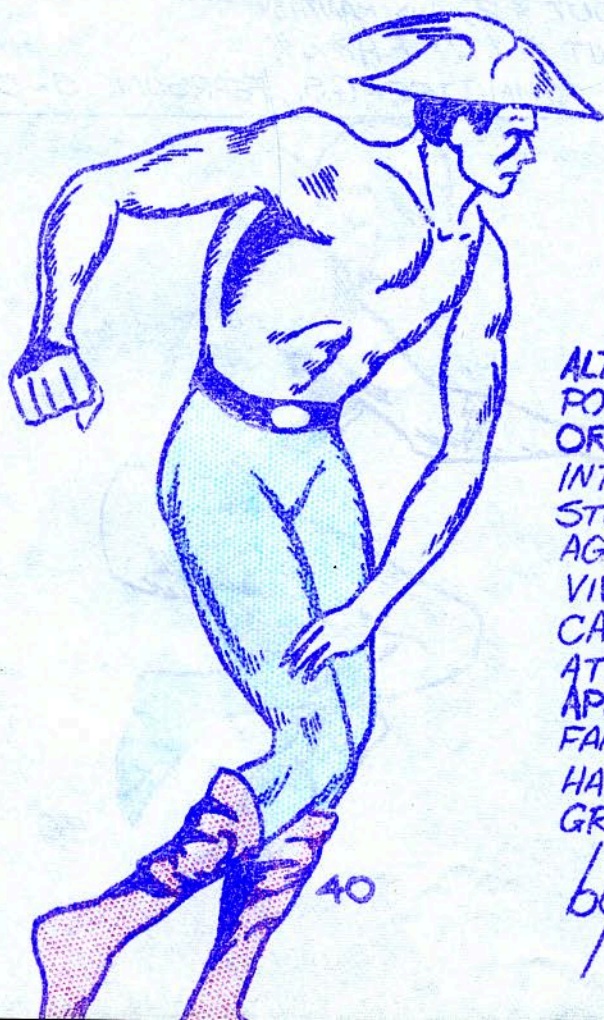


by BILL DUBAY

THUNDERBIRD

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

by BILL DUBAY



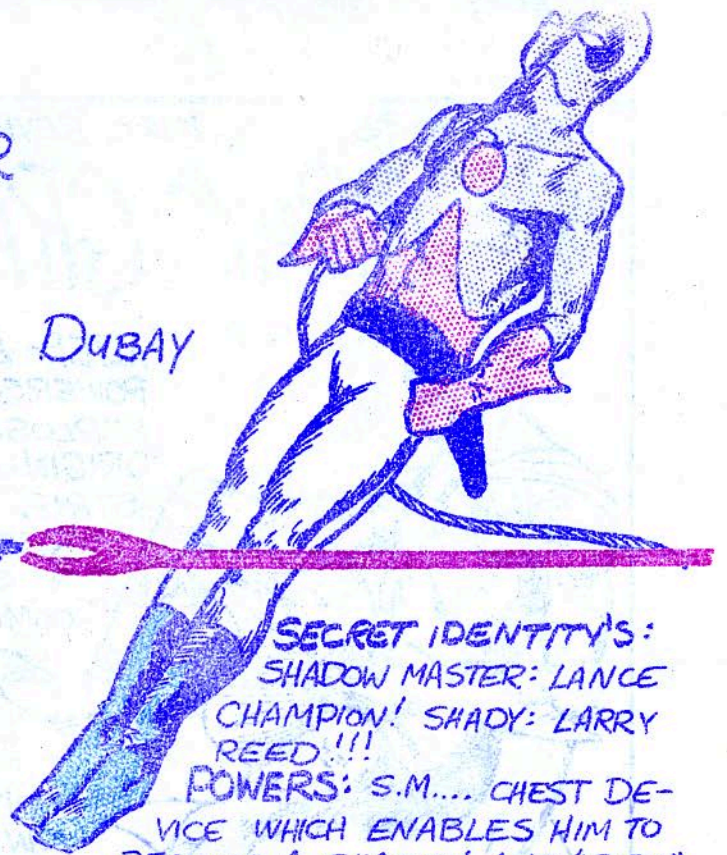
MERCURY II

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

by BILL DUBAY & MARTY ARBUNICH

SHADOW MASTER & SHADY

by BILL DUBAY



SECRET IDENTITY'S:
SHADOW MASTER: LANCE CHAMPION!
SHADY: LARRY REED !!!

POWERS: S.M.... CHEST DEVICE WHICH ENABLES HIM TO BECOME A SHADOW, AND "RIDE" ON OTHER MOVING SHADOWS! PLUS A SHADOW GUN CAPABLE OF TURNING OTHERS INTO SHADOWS!

ORIGIN: S.M. & SHADY ARE BATTLING A SMALL BAND OF CROOKS WHEN

SUDDENLY THERE IS AN EXPLOSION, "CASTING" S.M. INTO ANOTHER WORLD! THERE HE FINDS AND JOINS UP WITH THE INVINCIBLES!
APPEARANCE: FANTASY HEROES' HANGOUT *1! **GROUP:** INVINCIBLES!

LIBERTY LEADER

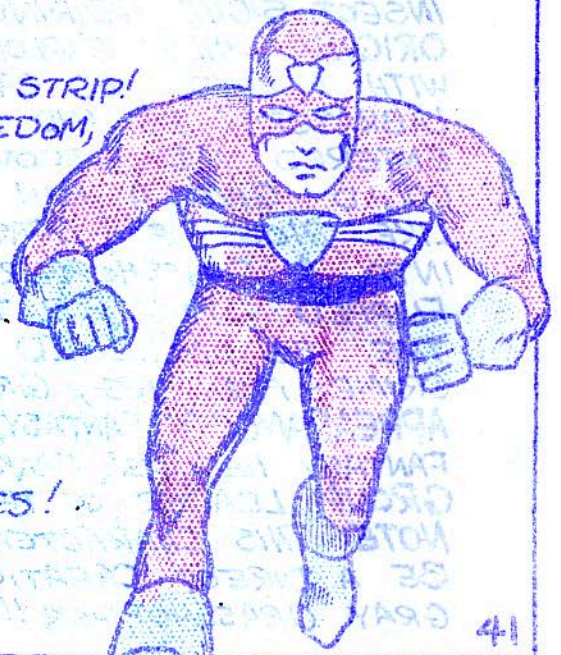
ALTER EGO: NONE PRESENTED IN ORIGIN STRIP!
POWERS: NONE; A FIGHTER FOR FREEDOM, AND EQUALITY FOR ALL PEOPLE!

ORIGIN: PRESENTED IN A DR. LAW FEATURE STRIP, NO ORIGIN RELATED, BUT INTRODUCES HIMSELF AND DR. LAW, AND PROVES BOTH CHARACTERS TO BE CAPABLE COSTUMED FREEDOM FIGHTERS !!!

APPEARANCES: FANTASY HERO *4!

GROUP: NONE YET! BUT ASSUMED A LIKELY CANDIDATE FOR THE INVINCIBLES!

by BILL DUBAY X



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

The GRAY GRASSHOPPER



by
ALLAN LUCAS

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!!!

