

Marta

[There's nothing here yet, but you expect there to be.]

-- [Quote source]

Marta is the main protagonist of the personal project *Spellbroom*, a young witch who ventures into dangerous supernatural areas in search of her mother. In *Summer Leagues*, Marta is competing for a wish she keeps locked up in her own heart.

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Backstory


Before Summer Leagues:

Having woke up one day to find a note left by her mother telling her she'd be gone for a while, Marta had began to worry until she had decided to find her own. Each time she'd think she gotten closer, there was only a hint that her mother was at each place she explored.

During Summer Leagues:

Marta had arrived at a snowy cliff, ready to take a plunge, when a messenger fox had interrupted her with a strange letter. After she had took notice of it, the fox took off through a nearby magic door, which had happened to belong to her old acquaintance **Dee**. Dee had explained the fox's purpose, a messenger for a multi-dimensional tournament, and that she was a former champion. Offering her invitation to Marta, Dee encouraged her with the promise of a wish for anything if she had won, while Marta eyed the invitation nervously.

Marta



Aliases/Nickname(s)
None

Profile Data

Race
Witch

Pronouns/Gender/Sex
She/Her

Age
16

Weight/Height/Build
Weight: She's not gonna tell!
Height: 5'5"
Build: Average, falling on skinnier side

B/W/H Size
No!

Hair/Eye/Skin Colour
Hair: Green
Eye: Dark orange
Skin: White

Distinguishing Marks

- [entry 1]

Abilities

Ability 1

As a witch, Marta can channel magic through almost any object she can get a grasp on. Due to her rustiness in fighting, she is only limited to her elemental magic, primarily fire, water, air, and earth. However, her creative thinking with this allows her to use anything on hand as a weapon with these four elements. For example, wadded paper balls to channel fire through, making impromptu fireballs, or a vacuum enchanted with air to pull opponents closer with strong gusts. If push comes to shove, she can always just fight with a melee weapon using her enchantments through it. [Boring, but practical.](#)

Ability 2

After receiving an enchantment when she was younger, Marta gained the ability to jump again in the air naturally, or "Air Step". This ability also lets her jump/kick off a wall mid-air. This can be used in several ways: to maneuver an arena, to evade an attack, or to continue an offense mid-air. Think of it like a mix between a wall jump and a double jump in video games.

Ability 3

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Strengths and Weaknesses

Marta's main strengths lie in her ability to adapt to just about any situation. Years of adventures as a child have had her naturally develop the aptness needed to survive in dangerous situations. Whereas when she was a child, she would usually only use her broom to channel her magic, as a teenager she's shed the idea of sticking to just a broom and has the imagination to use just about anything as a weapon to channel her elemental magic through. Having a few adventures under her belt has given her the experience and skill with her magic to be labeled a prodigy, becoming very familiar with her type of magic and how to use it. Another strength of hers is in her determination, as when Marta has put her mind to something it is hard to talk her down or keep her from trying to

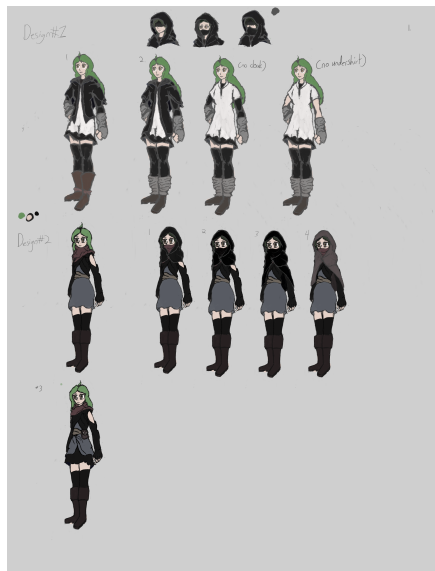
see it through.

In spite of her pragmatism and determination, Marta also has a few weaknesses, in both fighting and her emotional state. Her magic is entirely reliant on having hold of something to use as a catalyst, depriving her of anything she can grab a hold of leaves her vulnerable to her opponent, as she is not a trained fighter. What fighting she does know she is rusty with, as by the time of *Summer Leagues* she has not fought in several years. Despite her talents with magic, magic users in her home universe are only limited to certain kinds of magic each, leaving her only with elemental magic. Finally, due to trauma in the past she is not entirely emotionally stable, switching between her usual determination and hesitation to fight quickly.

Gallery



Reference



Concept art



Concept art



"Reveal" render, without background

Author's Notes

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