

SYNTHETIC PICTUREHAUS PRESENTS  A WHIMSICALLY ORIGINAL WEB SERIES

YOUR HAPPILY EVER AFTER IS [PENDING].



WISH IT INC.

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WISH IT INC.

v0.5

by BrineOfEmeralds

Welcome to Wish It Inc! The only wish granting service in the world!
Founded and lovingly cared for by current CEO Fairy Godmother.

This world is like your original reality in modern day, but with the supernatural and magic intertwined with the boring and mundane. Wish It Inc reflects this well: a mundane office staffed by genies and elves that grant wishes with machines without leaving their office chairs. Vending machines that refill themselves with magic. Lots of paperwork on granting wishes filled in with wands.

It looks like you'll be working for this company for the next 10 years. Sure, it's TECHNICALLY an office job, but you're in the wish granting business. It ought to be... magical.

Note: By agreeing to work here, during your employment you surrender your rights to magical wishing. You have to earn your wishes. Or buy them with CP, as the case may be.



+1000 CP

Starting Location: Wish It Inc Offices.

No matter what, you'll start this Jump at the company's offices, ready for a day's work. But there are many departments within Wish It Inc. that one could work in, which determines the types of wishes you get to grant or deny, your direct co-workers and how close you are to the break room. Not all departments are the same size - many are just one person operating a wishing machine.

Not everyone is a great fit for every department, so you can freely choose which department you'd like to start working in / have been working in. If there's another department you think is missing from the list you'd be a good fit for, go for it!

But if you're unsure of what department you would fit in, you could always roll the dice.

Roll a **1d10** to determine which department you start in, or choose the department of your choice.

1) Wishing Wells and Fountains

Covering wishes made by tossing coins into wishing wells, fountains and other bodies of water. Currently, this department has only one employee.

Department Head: Hannah Schubert. An ordinary human who just started at Wish It Inc. after making a wish for a job at 11:11.

2) Birthday Wishes

Covering wishes made on birthdays, especially by blowing out candles on a cake. With hundreds of thousands of babies born every day, this is a very busy department.

Department Head: JoJo Garbonzo Jobriath. A typical birthday clown with typical birthday clown interests - candy, violent video games, porn.

3) Magical Creatures Department

Covering wishes granted by fairies, pixies, elves, imps, dragons, etc. Whilst these are all technically the same department, in practice they don't interact much - pixies and fairies DO NOT get on.

Department Head: Travis Goodfellow. An ambitious fairy and reigning Granter of the Month trying to earn his Fairy Wings, a great status symbol for fairies.

4) Wishing Lamps

Covering wishes made by genies and wishes that require twisting. In modern times, one of those types is more common than the other.

Department Head: Shari Djinn. A light-hearted genie who enjoys gossip and avoiding more work than necessary, and hates genie stereotypes in modern media.

5) Dandelion Wishes

Covering wishes made by blowing on dandelions. The previous department head, Caroline, was let go during recent cut-backs by the company.

Department Head: Wendy Darling. The new human dandelion intern who enjoys passing out in hot tubs, making up new hums and reading things around her.

6) Astronomy Department

Dealing with wishes made on constellations, shooting stars and meteor showers. Gets extremely overworked during that last one.

Department Head: Urania. A workaholic, former member of the Nine Muses that started working at Wish It Inc after the influence of the Olympic Pantheon waned.

7) Eyelash Wishes

Dealing with wishes made on falling eyelashes.

Department Head: Trenton. A friendly, outgoing pixie that overshares WAY too much.

8) Wishbones Department

Dealing with wishes made on wishbones, also known as the furcula.

Department Head: Lasa Vegovia. An Italian nymph and prolific author of questionable talent. They hope to one day get their big break and move on from the company.

9) Ladybug Wishes

Dealing with wishes made on ladybirds.

Department Head: Freya Gefn. A Norwegian woman who is a hopeless romantic and has an annoying habit of trying to act as a matchmaker in the office.

10) Inter-Departmental

Not everyone works for a single department. For those in administration, deliveries or Human Resources, your work can take you to many different places.

Department Head: Yvette. An uncompromising... something that all departments live in fear of. You wouldn't waste her time with incorrect paperwork though, right?

Age and Gender

With the wide array of people working for Wish It Inc, your age and gender is not important. You can freely choose your age and gender, although if you're a normal human you might want to stick below a century.

Origins

Newbie [Drop-In] [Free]

It's never too late to change careers, hm? Seems as if someone got a brand new job offer. Did you make a wish, or did the Fairy Godmother take pity on you? Whatever the case maybe, welcome to Wish It Inc.

Granter [Free]

You've been here for a while, and you know your way around the metaphorical wishing block. You are an accomplished granter, and you (and your co-workers) know it.

Company Veteran [Free]

One might think only granters are needed for a wish granting service. You know much better than that. Whether you work in HR, as a mailman, or even the in-house masseuse, this place would crumble without your help.

Corporate Spy [Free]

Even in the world of wish granting, corporate espionage is afoot. Maybe you work for Wish It's rivals, Oshi O-Mikuji Fortune Cookie Company. Maybe you're working for your own purposes. Whatever the reason, you are at this job for more nefarious reasons than a salary.

Race

Human [Free]

You are a boring, normal human in this company of wish granters. But don't worry dear! Even if humans are rare at Wish It, you aren't the only one here. Like Hannah, over at Wishing Wells and Fountains.

Luckily for you, you don't need magic of your own to work here. No matter what department you choose to work in, your role as granter will not require magic of your own, only using the provided machines hooked up to the company's magic generator.

Humanoid Magical Creature[Free]

There's a lot of colourful characters and races working at Wish It Inc, like fairies, genies and receptionists. You are one of these races, including but not limited to fairies, pixies, genies, imps, leprechauns, merfolk, elves, nature spirits, etc.

However, no matter your choice of race, you will be stuck in a human-appearing form, with only minor cosmetic differences hinting at your true species - be it unusual hair or eye colours, being unusually tall or short. Maybe you even have small horns or a tail.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Unassuming [100 CP, Free for Human]

Humans are in the minority at Wish It, and they are often disregarded and ignored for their lack of connection to the magical world. You've learnt to channel this, and are able to present yourself in a way that leads to you being ignored and blending into a crowd, even in situations where you are different from the rest and should stand out because of it.

Innate Magic [100 CP, Free for Humanoid Magical Creature]

Some species working at Wish It, like genies, have their own innate magic. Others don't, just like humans. No matter the case, with this perk, you have some magic of your own. Perhaps you have a magical ancestor, or you made a wish of your own. No matter your species, for you this magic is only strong enough for small magical tricks, like making puffs of smoke appear or changing the colour of objects. Not good for much other than workplace pranks and small utilities.

A Cordial Workplace Is A Happy Workplace [100 CP]

Like Fairy Godmother says, this company is a family. A dysfunctional, confusing family, but a family nonetheless. The more you spend time with people, the greater bonds you'll share, and the easier it is to work through any problems you have with each other.

I Guess It Slipped Through...[300 CP]

Once per year, you have the ability to change the entire 'genre' of your Jump, for a day. You could make the Jump a musical, causing heartfelt songs from everyone you meet, or a soap opera, with random yet comedic drama emerging before you. You could even turn the Muppets into horror, if you were inclined.

However, after a day has elapsed in the new genre, you begin the day again, as if nothing had happened. Whilst this may not sound too helpful, this does give you an opportunity to test out your plans, tell that pixie in advertising exactly what you think of her, or just as some stress relief. Just make sure you don't die, and remember that things may go a little different when that ancient godly entity isn't engaged in a musical.

Newbie

Like Some Wonderful Drug [100 CP | Discounted for Newbie]

Just like a certain new employee in Fountains and Wishing Wells, you have an inexplicable charm that draws everyone to you. Whilst this won't have the grumpiest fairy in the office be best friends with you at first glance, with time anyone would be at least friendly and feel genuine goodwill towards you, unless you give them a genuine reason to think otherwise.

Get A Girl To Fly [200 CP | Discounted for Newbie]

Were you a lawyer before coming to work at Wish It? In this world of magic and labyrinthine rules about wish granting, it can be hard for you, or your wish granters to get what they want. You have a gift for working within the system and the rules to find loopholes and get your intended outcome, or at least the spirit of it.

God Dammit, Get Out! [400 CP | Discounted for Newbie]

They may not like you, but they sure can't ignore you. No matter how little someone might respect you, no matter your personal drama, as long as you're speaking the truth they can't ignore your words. And you're very good at presenting your arguments in logical, easy-to-follow ways.

Granter of the Month [600 CP | Discounted for Newbie]

It looks like someone has been hard at work! You're Granter of the Month! Every month! And as such, you can make a wish of your choosing. Every month! Wait, that doesn't seem right, give me a second...

Alright, Fairy Godmother and I have talked it through, and we've let you keep your monthly wish, but with a catch (the Magic Generator is on the fritz again). You can only wish for a certain object to appear before you with the phrase "I wish for a _____."

This is more useful than it sounds, as whilst the magic generator couldn't handle a god killing weapon, you could wish for concrete, mundane things - a roller coaster, a statue of a particularly large dog, a rocket launcher, a tank, valid aeroplane tickets for the flight that's about to leave. Within reason. Nothing like antimatter or "true love", or your wish will be routed through the Wishing Lamps department and twisted VERY unfavourably. And be prepared to deal with its sudden appearance - it could be a tad awkward (and destructive) if you wished for a roller coaster in the middle of your bedroom.

Granter

It'd Be Like A Thursday Night If I Wasn't At Work! [100 CP | Discounted for Granter]

Like a certain genie, you are an expert in having a good time. You are well-practised and skilled when it comes to organising and throwing parties and outings. You have a gift for organising and coordinating schedules to ensure everyone is available, knowing the tastes and wants of your guests, and how to get more illicit substances to help your partying, be it fine dwarven booze or some pixie dust. With you at the wheel, all involved can have an exceedingly relaxing or enjoyably wild time.

Rumours Around The Unicorn Stable [200 CP | Discounted for Granter]

You find it simple to gather information through relaxed conversation, such as local rumours and gossip, the recipe for Bridget's brownies, where the best place for a smoke break is. More restricted information, such as where important items are stored, or the security code to the roof, would take more finesse but still lies within your power. You're also able to obtain this information without the other party even registering they've given you forbidden knowledge.

There Are No Straight Fairy Guys [400 CP | Discounted for Granter]

In this magical workplace, sometimes there is no higher skill than the ability to bullshit. Whether it's BS'ing a coworker that you'll introduce them to some straight fairy guys if they help you out, BS'ing that the shimmering cake you took from the fridge was totally yours, or BS'ing the numbers on your monthly paperwork, you have a delivery and charisma that allows you to get away with blatant lies even when all involved should know better. Just don't rely on everything for this perk - eventually people will catch on.

Jinx! [600 CP | Discounted for Granter]

Usually, if you jinx someone by shouting "Jinx!" after you say the same word at the same time, they might owe you a drink, or have to stay silent for a while. But here at Wish It, with all the magic about, things are a little different.

Now, you can magically enforce a jinx, which is more of a curse. Any supernatural abilities of theirs seems to go wrong half the time, usually in a comedic (but not really dangerous) manner and their luck plummets. By default, this lasts for a day or two, but powerful beings can overcome this sooner or resist it entirely.

Company Veteran

I'd Put That On Wonder Bread! [100 CP | Discounted for Company Veteran]

Much like a certain charming mailman, you've got it. It's plain and clear, to everyone (and especially your co-workers) you are quite the looker. You won't bring down any countries with your looks, but you could certainly turn some heads and charm some favours out of people.

A 14% Increase In The Market Value of Copper [200 CP | Discounted for Company Veteran]

You have a sharp, analytical mind that grants you quick-thinking skills and hunches that can help you discern between good and bad ideas, as well as being able to make a fair guess at where your choices will lead. This effect is greatly boosted when backed up with study, allowing you to make helpful, constructive suggestions to large problems like a company's financial crisis with just a small amount of research.

You're also able to keep calm, even in the greatest calamities, although this can come across as surreal or even creepy to anyone who doesn't possess your stoicism. This can help your decision making ability by keeping any emotional influences to a minimum.

Synergy! Brick and Mortar! Analytics! Event Horizon! [400 CP | Discounted for Company Veteran]

You're good at appealing to people's charitable sides and getting them to help you out or give you favours, even if you haven't done much to deserve that charity. Even for those who aren't inclined to generosity, you're very good at leveraging guilt and doubt to get what you need, just like the Fairy Godmother herself. This perk's effects tend to be proportional with the amount of people you're going to help - if you were acting to save an entire company, you could swing much bigger favours.

Teddy's Magic [600 CP | Discounted for Company Veteran]

You are special, Jumper, whether you know it or not. Things tend to go in your favour more often than not - as if some mystical force was changing fate for the better. Or maybe you're just imagining things. Either way, it seems luck seems to like you, affecting all aspects of your life. It's not unusual for you to come across money on the street, for accidents to happen to your enemies in a fight, for you to come across random folks you'd get on great with.

Corporate Spy

Cookie Crumbs [100 CP | Discounted for Corporate Spy]

You're a master of deception, able to trick everyone in your workplace. As long as you aren't wearing your Evil Corporation ID Card, no one would bat an eyelid at you. Even if you slip up and say something suspect, you could even get away with it and it would likely be mistaken as satire or you just being weird.

You Weren't Even Here For This One, Travis! [200 CP | Discounted for Corporate Spy]

When it comes to making people doubt themselves, you are a master. Even if you've given someone multiple reasons to be suspicious, acted odd on multiple occasions, with a brief conversation you can cause someone to doubt themselves and their suspicions. This perk can be applied to many different situations, but works best when it comes to suspicions towards you - you could even cause someone to doubt information they got through extra-normal means, like scrying or super senses.

JUST LET ME DO IT [400 CP | Discounted for Corporate Spy]

Like a certain dandelion intern, you can really put some force behind your words on occasion. You find that people will give way and let you do most tasks you demand, as long as it isn't too inconceivable or obviously a bad idea. A protagonist insists on fighting the bad guys alone to prove themselves? JUST LET ME DO IT, I have superpowers and you're a normal person with a sword.

Super Cute Asian Boyfriend [600 CP | Discounted for Corporate Spy]

You seem to attract powerful individuals, who will be more than happy to provide large resources for you to complete goals that align with their own. Whilst you are very good at charming such people into romantic relationships, like the name of the Perk suggests, this isn't necessary for their backing. These powerful people will support you whether your relationship is romantic, platonic or strictly professional. Just remember, your partners will be expecting to see results after contributing to the cause.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

General [Undiscounted]

Accommodation [Free for this Jump]

Whilst the Fairy Godmother appreciates enthusiasm, you can't live in the Wish It offices. Craig would try to eat you, for one thing. This small, respectable apartment is in the mundane world and paid for by the company whilst you work at Wish It Inc. It's also in an easy location to commute to work from.

If you choose to Move On or Return Home at the end of this Jump, you leave this apartment behind.

Newbie

Filing Gnomes [100 CP | Discounted for Newbie]

A collection of shiny stickers of garden gnomes on a roll that never seems to run out. When a sticker is placed on a container that you own, whether the item is unattended, the filing gnomes will come and organise the contents in accordance with your desires. Place a sticker on a messy desk? The contents of any drawers and anything atop the desk will be ordered in a way that makes perfect sense to you. Place this on an electronic device? The gnomes to hack in and reorganise any files you wish when no one is looking either in person or electronically. Individual folders, filing cabinets, hard drives, kitchen cupboards, your recycling, they'll do it.

You don't need to worry about them unionising either - Jumpchan has been very generous with their contract.

Break Room [200 CP | Discounted for Newbie]

This is an exact copy of Wish It Inc's break room, with all of its comforts. Magically refilling vending machines, perfect coffee made instantly, comfortable seating with magical massage function, magical satellite TV that can tune into any program from this Jump, so you can catch up on the Real Housewives of Wonderland and the like.

This can be imported into any property you own, or your Warehouse. In future Jumps, the TV channels available and snacks in the vending machine will extend to any Jumps you have previously visited.

Fate Department Filing Cabinet [400 CP | Discounted for Newbie]

The Fate Department at Wish It Inc is not well understood, even by those who work there. No one even knows anyone staffed there. Well, the Fate Department, in all its inscrutable wisdom, has decided to bestow upon you one of their old filing cabinets.

Once a year, you can request the Fate Department to give you a specific portion of someone's file. This portion of the file will give a perfect account of what will happen in this person's future during one specific incident, should things continue as they are, allowing you to intercede if you wish. This specific incident could be a specific date, a battle and its outcome, or even how they will die.

However, the filing cabinet's power does not extend to the Jumper or any of their Companions or Followers. It cannot give you the Fate Department's file on anyone in another Jump until you earn your Spark. Also, certain powerful beings may be able to hide their fate from the cabinet.

Granter

Paperwork Wand [100 CP | Discounted for Granter]

This nifty, pen-sized wand has the unique power to fill in paperwork with information you either know or could easily find out by referencing your data or a search engine. Whilst this might not seem too crazy, with wish reviews, granter's reports, monkey's paw shipping orders and more needing to be perfectly organised by many exceedingly specific categories, you'll be glad you have this.

Pixie Dust [200 CP | Discounted for Granter]

This unassuming metal tin contains a highly valued item - pixie dust. Whilst this is not technically illegal, it is frowned upon in polite society, as pixie dust is a very pleasurable, powerful drug with no known downsides, and causes people to levitate when they become high.

Of course, if that's not your thing, you could instead trade it in for the current street value of the product - quite a tidy sum. Enough for a month's trip to Atlantis, enjoying the beaches, the fine dining and laughing at those who think it sank. Either way, after the dust is used you will receive another metal tin of dust in a month.

Fairy Wings [400 CP | Discounted for Granter]

For fairies, the greatest aspiration is to have wings. A Fairy with their wings, like the Fairy Godmother, gets all the best wishes. As such, the wearer of these wings will be perceived as a figure of wisdom and worthy of great respect, even amongst those who have never even heard of fairies and would generally mock people wearing wings.

These wings can be detached and attached at will, and whilst worn the wearer can fly somewhat fast, although they are not very manoeuvrable.

Company Veteran

Bahre Family Bag [100 CP | Discounted for Company Veteran]

To deal with the amounts of mail, magical and otherwise, in this company, sometimes normal methods of transport aren't enough. This messenger bag, passed down over generations of mailmen, is somewhat bigger on the inside, able to store large amounts of packages, or whatever else you might need to carry.

Luckily for any fragile parcels within the bag, the insides have a cushioning effect, ensuring the heavier parcels will not crush or break anything else within, and dropping the bag will be safer for anything inside. Also, when trying to retrieve a specific item from the bag, what you're looking for will always be at the top, no matter the order you put them in.

Cavity Corner's Chocolate Emporium Package Subscription [200 CP | Discounted for Company Veteran]

Every week, this simple package is delivered to your current location. When opened, chocolate, or another sweet item from Cavity Corner the opener would enjoy appears inside. This is always a tasty treat and fiat-backed to not impact your health negatively, but it's true potential lies in bribery. This package is always considered to be a good and well-thought out gift by the recipient, and they will always feel like they should help you out in return, if they can.

Magic Mirror [400 CP | Discounted for Company Veteran]

This magic mirror, like the one owned by the Fairy Godmother, contains an extremely helpful and loyal consciousness. The mirror can show you the view and sounds from any other reflective surface on the planet you are currently on, or the spirit of the mirror can go there themselves to spy or unwind. They're also good at making calming ocean sounds if you're stressed. Whilst the spirit of the mirror has an unbreakable loyalty towards you, magic can be used to block the mirror or trap the spirit, rendering it inoperable. If something happens to the mirror, it is seamlessly replaced in a week's time.

Corporate Spy

I Love Asian Food, It's All I Eat [100 CP | Discounted for Corporate Spy]

You've got an endless buffet of Chinese takeout, allowing you to obtain any relevant dish you would find on a modern-day Earth in as much quantity as you like.

No matter what you get, Oshi O-Mikuji Fortune Cookies are included in your meal containing ominous fortunes. Luckily, unlike normal Oshi O-Mikuji cookies, these fortunes will not become real.

Witchhazel [200 CP | Discounted for Corporate Spy]

When thrown at a target, it will make them panic for a moment. This is especially effective against supernatural beings, as in this moment of blind panic they will completely avoid doing anything at all helpful to their current situation. They will quickly realise it doesn't do anything, but you could use the moment to escape or press the attack as they completely stop any offensive or defensive action.

Unspeakable Gloves [400 CP | Discounted for Corporate Spy]

These red gloves can be used to silently sabotage any magical and/or mechanical device, by wearing them and focusing on a target in view. The gloves will then disappear from the wearer's hands without a trace. Whilst these gloves are active, the affected device's functions are stopped without any outwards signs of sabotage, although one could figure out something was wrong if they tried to use the item in question. At base, this item's effects last for several hours. When it comes to mystically stronger stuff, or someone actively identifying and attempting to reverse the sabotage this effect will be shorter in duration, but at minimum the effects will last an hour.

After being used, another copy of the gloves will appear in the Warehouse in a week.

Companions

Companions can purchase more companions.

Companion Import [50-200 CP]

So, you weren't the only hire? Given Wish It Inc's recent financial troubles, that's not too surprising. You can import a single companion for 50cp each or eight companions for 200cp. Imported Companions gain any Origin and Race of your choosing, and 600cp to spend on perks or items.

Co-Workers For Life! [100 CP]

So you really hit it off with one of your co-workers, huh? Did you and Travis bond over Atlantean fine dining? Do you feel bad for Carla? Well then, for 100cp you can take one of them with you on your journey.

Fairy Godmother's Direct Line [100 CP]

Whilst Fairy Godmother is too busy running Wish It Inc to go along with you on your adventures, she's more than happy to share with you her personal number. In future Jumps you can call this number and gain advice of all kinds from the immortal CEO of Wish It herself, be it from running a business or navigating a happily ever after. From time to time, she'll send magical gifts she thinks will be appreciated - nothing too powerful, but things to entertain or amuse, to make things easier in your day-to-day life.

Drawbacks

Shut Up Jumper! [+100 CP]

Your co-workers cannot stand you, for whatever reason. Even if you did something nice for them, they'd be suspicious and insulting even whilst you were doing it. This even extends to Fairy Godmother - whilst she wouldn't fire you just from this, or start cussing you out, expect to be overlooked and rejected at every turn.

My Name Is Wendy! [+200 CP]

One of your co-workers is... uh... enthusiastic. Whilst eager to help you out with your job, there's a slight snag - they are terrible at it. We're talking about feeding reports you complete into the magical can't-undo shredder because they thought it was an auto sorter. They will continue to 'help' you for your time here. Don't worry though! If they get fired, an equally bubbly yet incompetent person will replace them!

Jinxed [+300 CP]

It seems at some point in your past, you were Jinxed by someone else. Whilst this wouldn't usually be an issue, with all the magic around here, it's somewhat of a curse. Any time you try to use your powers, or any supernatural item, they will randomly (and usually comically) fail.

Luckily, Wish-It Inc's Magic Generator does seem to counteract this somewhat, so when it comes to doing your job the effects are (mostly) suppressed. But outside of your direct job? Don't expect the filling gnomes to cooperate, or the vending machines to give you what you want.

The only way you can get out of this is if you find the Person that jinxed you, track them down and convince them to release the jinx. That won't be easy though, due to the previously mentioned quirk. And don't think you can just threaten them into it - you have to convince them to revoke the jinx of their own free will, and without any of your perks. And they do not like you.

I'm A Spy! [+600 CP]

During your decade at Wish It Inc, they will go through some tough times - the Penny crisis, corporate espionage from Oshi O-Mikuji and much more. It will be up to you to fix all of these problems, or Wish It will go under and you'll be out of a job. And fail your Chain.

Oh Right, Craig.[+600 CP]

Wish It Inc has a janitor. Well, not so much a janitor, more a giant monster that strolls the building after dark and keeps picking up and eating trash. And anything else he comes across. Which isn't good, as you can never leave the Wish It offices - the doors refuse to let you out. The stairs loop back on themselves. Any perks or powers you have to escape inexplicably fail. Enjoy your nights evading Craig. Don't try to be too clever - Craig learns. Craig adapts. Craig hunts.

Decisions

Now you're moving on from Wish It, what do you wish for? ...

I Wish To Move On

You continue your journey onto the next Jump.

I Wish To Stay

Stay in this Jump and enjoy your continued employment at Wish It Inc.

I Wish To Go Back

End your Chain for good and go back to your original reality.

Notes:

-So for those who don't know (understandably), Wish It Inc. was a 2014 Web Series created by Synthetic PictureHaus about the Fairy Godmother (played by the brilliant Ellen McLain) and her wishing granting company, the only such one in the world. The show follows workplace drama and the company's attempts to deal with a financial crisis and corporate espionage.

-I liked it (hence making this Jump) but it wasn't the most popular. It's on YouTube if you're interested in watching it. They tried to crowdfund a Season 2, but didn't make anywhere near enough.

-Thanks for /u/Negative-Tangerine for their Jump template.

Changelog:

V1.0 - Updated with feedback, official release

V0.5 - Made the Jump.