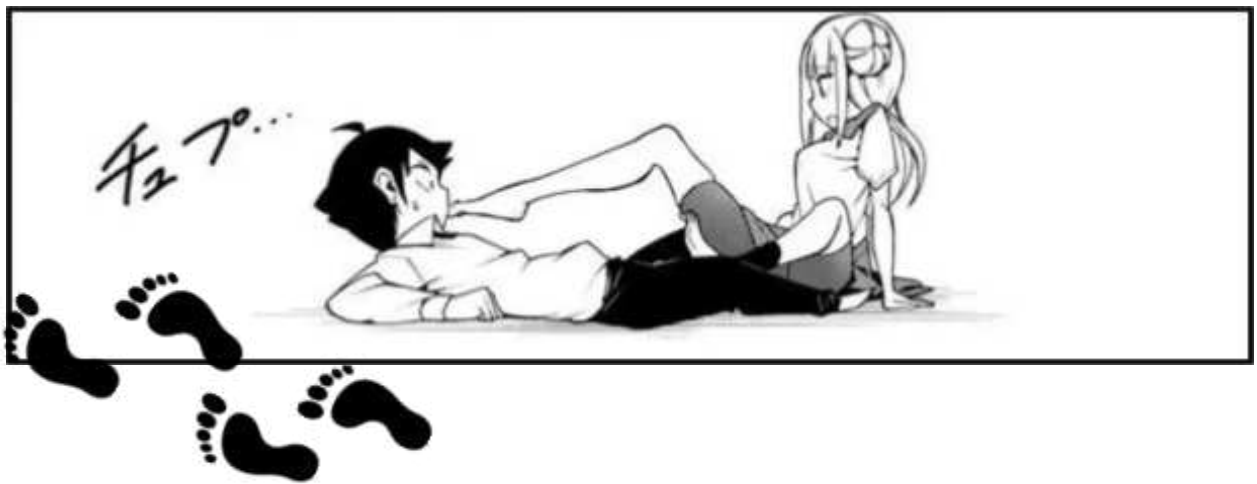

01
足フェチ小学生
ASHIGEI SHŌJO
KOMURASAN

Introduction

Some stories are about incredible worlds. Some stories are about incredible people. Some stories are about regular people, in regular worlds, with very... irregular habits. Komurai Komura is a sweet and athletic girl, who just happens to descend from a long line of acrobats who passed down many eccentric traditions. Namely, from the day they are born, they train themselves to use their feet for absolutely all tasks. Really, the only role their arms serve is to support their weight during hand-stands. The result of this is an almost superhuman flexibility, balance, and overall athleticism.

Enter Tsukinaga, completely unexceptional in virtually all regards, other than a natural instinct to help those in need and an odd luck when it comes to women's feet. Both of these traits will lead to him growing close to the newly transferred Komura. He soon discovered another of the Komura family's extreme traditions, when he accidentally kissed Komura's foot, unknowingly engaging himself to the strange young acrobat. Over the course of the next few years, their love will bloom as they overcome hardships(?) and make friends with several colorful characters.

You have 1000 Feet Points to spend, and will start in the Japanese city the story takes place in. You will be provided a home, and be enrolled in the same school as Komura and Tsukinaga, if appropriate for your age.



Origins

~Select one to decide your age and history, 50FP to choose age & gender~

Foot Novice
Free, Age 1d8+10



Your life before highschool was completely mundane. You might not have anything against feet, but they weren't a particularly major element of your life either. You're likely to play the role of straight man in most situations.



Foot Averse
Free, Age 1d8+10

Your tolerance for Komura's flashy antics is far less than most of the student body. Whether you believe they're endangering other students, or simply school morals, you intend to stop this depravity in its tracks at all cost.

Foot Capitalist
Free, Age 1d8+10



You love feet, or more specifically, you love making money off of creeps who love feet. You live for the bottom line, and ever since you saw Komura's grace and footwork for yourself, your vision has been nothing but dollar signs.



Foot Trainee
100FP, Age 1d8+10

Much like Komura, most of your life has been devoted to perfecting your footwork. You may not be Komura's equal, as she is a prodigy in her own right, but your athleticism is still above and beyond most normal humans of any age.

Foot Rival
100FP, Age 1d8+10



You find the notion of some wild monkey girl stealing your spotlight distasteful. You're going to prove which one of you has the truly superior footwork. Though... let's hope you actually have the skills to back up that confidence.



Foot Master
200FP, Age 1d8*10

You have been refining your footwork for many, many years now. Your devotion has allowed you to achieve what one might call mastery. Your movements exude such grace and precision that some may question your humanity.

~All Free origins can be taken as Drop-in, if you so desire~
~You can even choose to replace canon characters, if you buy their origin~
~Doing so will not give you any perks or skills you did not purchase~

General Perks

All in the Artwork
Free/ 100FP



Feet aren't for everyone. This perk's job is to brush over the less... palatable elements, and generally make feet cuter and more appealing to all five senses. Fungus, calluses, dirt, scars, unappealing odors, etc. are all non-factors, unless it would contribute to the individual's charm. One could walk barefoot, and short of trudging through the most obvious of filth, their feet would remain soft and clean enough to eat off of. Those who make extensive use of their feet in daily life will not be negatively affected by these changes. This won't force you to find feet attractive if you had no such inclination, but this will hopefully make your time here more tolerable. Going forward, you can apply this to yourself and your companions, but for a charge, you will be able to retroactively apply this effect to future worlds.

All in the Panel Work
Free/ 50FP per

This world has a pretty clear bias on where it wants your eyes to linger. Even if you're a 10/10 all around, this perk ensures that those who find you attractive will have their gaze gravitating to certain parts of your body. By default, this focuses on your feet, and to a much lesser extent your whole lower body. You may pay 50FP to choose a different or additional part of your body to emphasize.

All in the Footwork
Variable Price

This is where you'll decide how skilled you are (or aren't) with your feet. This comes in several levels. You may only select one, but each level includes the benefits of every lower level.

Basic Footwork
Free for all

You have no footwork training or talent, but you aren't completely hopeless either. Even if you lack the talent to truly excel, with the right teacher or partner, you can become semi-decent. Your meagre potential will shine more as support for a more talented partner than as a solo act, as long as you let them take the lead.



Adept Footwork
200FP / Free for Trainee & Rival

Your footwork is simply superb by any normal person's standards. You have the grace of a master ballerina, the strength to lift weights with your toes, the dexterity to use your feet as hands (clumsily), the flexibility to comfortably maintain a standing split, and the balance and stamina needed to spend hours in that pose. If there weren't any descendents of ancient foot-obsessed acrobats running around, people wouldn't hesitate to call you an athletic prodigy. You aren't at the level where you can spin batons or play tennis with your feet, but it's impressive in its own right how close you can get with training.

Advanced Footwork
400FP / 200FP Trainee & Rival / Free Master

Only now could you consider yourself the equal of someone like Komura. Perhaps you're even a member of the same lineage? You can do more with one foot than most people could with both hands. You could comfortably go your whole life without ever using your hands, and barely notice. Your feet have the grip to not only hold a baseball bat, but consistently hit home runs with it, the precision to use a whip with pinpoint accuracy, the balance to spend hours on a tightrope, and flexibility rivaling that of professional contortionists. Your general athleticism boggles the mind, allowing you to excel in almost any sport you try your hand... er, foot at.



Master Footwork
600FP / 300FP Master

For you, there's hardly any difference between a smooth sidewalk, a tightrope, a nearly vertical cliff, or a forest canopy. Your experience has granted you profound trust in your feet, giving you an air of (albeit foot-centric) confidence and wisdom. You can almost instinctively devize an efficient path between two nearby points, and execute them without the slightest hesitation, even when it involves the use of external tools. For instance, you could descend a towering cliff by simply jumping and letting your feet use your own clothes as a lasso to break your fall. Short of outside interference of other talented individuals, you'll never have to worry about stumbling or messing up your maneuvers. Your physical abilities are appropriately absurd. At your level, you can climb a building hands-free, hang by your toes for extended periods, or comfortably balance on a sword (not the bladed end) on one foot. Your movements are fast enough to seemingly vanish to most onlookers, but also seem weightless, like a shadow. You're so flexible you might as well be an octopus, and your dexterity should go without saying.

Novice Perks



Mind the Gap
100FP / Free Novice

You have a way of bringing out the “gap moe" in others. This could be something intangible, like a hobby, quirk, or personality trait that normally stays hidden. It could also mean catching them in unexpected scenarios, like spotting a normally reserved girl wearing a risque bikini at the beach. What you find will always be in some way charming. This doesn’t guarantee your involvement, just that you’ll be around to witness it.



Authorial Bias
200FP / 100FP Novice

Your fetishes have a contagious quality, as long as they aren't inherently sexual, illegal, or harmful, like feet, big boobs, a type of clothing or hair style, etc. Openly indulging in these fetishes will spread them like a virus. You may and probably will be judged, but you'll find the number of people who share your tastes skyrocketing.



Kind to the Core
400FP / 200FP Novice

You have a special affinity with a certain body part of your choosing. You'll constantly be flung into cute/lewd scenarios involving it, and hit it off abnormally well with those who strongly represent it. Under ideal conditions, they may fall for you after barely a day, and be willing to compete for you. This depends on their desire for affection, and the extent of their affinity.

Talent Substitute
600FP / 300FP Novice

If you lack talent, love can pick up the slack. When performing together with someone you share a close bond with, even with something you have no experience with, you'll reflexively manage to keep up just enough to not embarrass yourself and even bring out 150% of their own abilities. When you feel the intense need to rapidly improve a particular skill for that person's sake, you can push yourself to squeeze a few months worth of progress into just a few weeks.

Averse Perks

Team Mom
100FP / Free Averse

Seems that you've built up a reputation as a busybody. The benefit of this is that people have gotten so used to it that they don't really care any more. As long as someone knows of you, then they won't be particularly bothered by you butting into their business or lecturing them. They may be annoyed, but on some level they know your heart is in the right place. Of course, this won't hold out if they have reason to believe you're acting maliciously.



Deviance Sensor
200FP / 100FP Averse

Deviants never rest and nor shall you. You have a sixth sense for misconduct. If there's potential indecency nearby, you'll smell it. This can be misled by your own assumption, and won't help with more serious crimes. Once you single someone out as a troublemaker, you'll have an easier time tracking them down in the future.



Public Displays of Violence
400FP / 200FP Averse

In public, you can carry or present yourself however you want, as long as you can justify it as an extension of your career or recreation. A member of the kendo club could swing around a wooden sword as long as nobody gets seriously hurt. For a Karatake or gymnast, as long as you cover the important bits, people won't freak out too much when they see up your skirt mid-kick.

Modern Day Bushido
600FP / 300FP Averse

You have all the traits of a real samurai, or at least the pop-culture version of them. You have a will and work ethic like iron, and by any normal person's standards, your physical abilities are exceptional. You naturally also possess adept swordsmanship, with the strength, speed, and precision to stand by the sidewalk and strike just the tip of the cigarette in the mouth of a passing biker, using just a wooden sword.

Capitalist Perks



Diamond Seeker
100FP / Free Capitalist

The world is full of novelty and oddities, but it takes someone creative (and greedy) like you to refine them into a proper product. Once you catch sight of someone with particularly odd quirks, your brain will immediately start flooding with ideas of how to use their quirks to make money. Such as using the foot-obsessed acrobat to sell stepped-in bread, or putting a chuunibyou to work churning out edgy light novels (that you'll naturally take a cut on)



On the Lam
200FP / 100FP Capitalist

Fame leaves its mark. As long as you aren't caught doing something you're known for, and don't run into any hyper-fans, people will struggle to connect the dots of who exactly you are. When discovered, attempts to photograph you will often be obstructed, and word will rarely spread outside of the witness' immediate friend group.



Sadism Sells
400FP / 200FP Capitalist

You understand business well enough to start your own, in spite of your complete disregard for customer service. Rather, it seems the more offputting your customer service is, the more customers you'll attract, and the better your business does overall. "Offputting" could mean extremely eccentric, socially transgressive, or actively hostile, or anything in between.

Idol Survival
600FP / 300FP Capitalist

You are a current or former idol, model, or some other kind of appearance-focused career. Your time in the industry has taught you all the sneaky tricks tactics used to screw over talents. You could use these to manipulate others, or to protect against manipulation. Naturally, this gives you the kind of good looks to become a household name if you really try, to the extent that those who find you attractive would struggle not to accept cosplay photos of you as valid payment for labor.

Trainee Perks

Queen of Beasts
100FP / Free Trainee

It's said the oldest martial arts took their inspiration from nature, but this is a bit silly. You have a bizarre ability to influence animals with your body, whether that be luring them to you, or scaring them away. The effect is localized in the most trained part of your body, and is affected by your athletic skill. An amature kickboxer could at best attract butterflies to land on their toes, while a prodigy could scare off a bear with just their stance.



Expected Exception
200FP / 100FP Trainee

You're a social butterfly that all but the most unreasonable people will struggle to dislike. You could be on close terms with every single club in a month, even if you didn't join any. Rather than repelling others, your extreme quirks are often interpreted as a point of charm, even if anyone else doing the same would be seen as a pervert.



Heart and Sole
400FP / 200FP Trainee

You have astounding luck when being paired with someone by outside forces. You won't be arranged to marry someone you can't stand, or forced to work with someone incompetent. In hardly any time, you'll come to understand one another, and learn to synergize so well that people will think you've been together for years, practically able to read each other's thoughts.

Twinkle Toes
600FP / 300FP Trainee

To think two feet could fit so much talent. As long as you don't use your hands, you can almost instantly master any mundane dexterity-based task. Whether it's martial arts, drawing, music, sports, etc. you'll not only excel in, but master on your first try. However, this only lets you master the dexterous aspect of the activity. This won't give you the strength of a boxer, the imagination of a painter, nor the planning of a chess player. Once again, none of this applies if you use your hands.

Rival Perks

Adorable Brat
100FP / Free Rival

People tend to give you the kind of leeway usually reserved for a child. You can be spoiled and temperamental and people will show uncharacteristic patience for you, but everyone has a limit. Luckily, this also enhances the cuteness and emotional impact of your moments of childlike innocence or vulnerability. It should go without saying that this won't change if people have reasons to hate or adore you outside of just your attitude.



Vicious Competition
200FP / 100FP Rival

Those you mark as “rivals” become disproportionately vulnerable to your taunts and mind games. A scary mix of luck and talent lets you set up misunderstandings at their expense. Usually, this only disorients them for a brief moment, but if you set the scene perfectly, you could throw them off their game for weeks or longer.



A Proper Princess
400FP / 200FP Rival

Be it through charisma or coercion, convincing people to wait on you hand and foot is often as simple as asking. Those with weak wills won’t think twice about lowering themselves to your underlings, or even furniture. This loyalty will be shallow and short-lived if you fail to deepen your bond or neglect their needs. This doesn’t work on those with strong personalities.

The Drive to Rule
600FP / 300FP Rival

Your natural nobility belies your seemingly inexhaustible work ethic. You can endure a full day of gruelling training with hardly any food or sleep, and it won’t even show on your face. You can push yourself until your whole body is paralyzed from exhaustion, and wake up to do it all again. Your hard work lets you train your body and skills at such speeds it seems like natural talent. Even if your will falters, it takes the smallest spark to let you bounce back with twice the energy.

Master Perks

Timeless Charm
100FP / Free Master

It's no secret that physical fitness is vital to health and longevity. It should come as no surprise that the Komerai women all age gracefully. This could mean one of two things. It could mean that you just stop outwardly aging past a certain point. Alternatively, aging only enhances your mature charm, making you grow into more of a developed beauty with each passing year.



A Cougar, in Every Sense
200FP / 100FP Master

In addition to a natural poker face, you've naturally adapted to a walking technique that renders your footsteps completely silent. You don't even need to try, that's just how you walk by default. Your natural stealth skills and the difficulty reading your emotions, people might start mistaking you for an assassin of some kind.



An Adult's Technique
400FP / 200FP Master

A more advanced technique of the Komurai lineage, but one useful both for romance and self defense. You are able to use your kicks to precisely strike the pressure points of another person, causing their physical sensitivity to skyrocket. It only takes a light tap on an unresisting target, but this can also be used in combat to incapacitate a weak-willed opponent.

Worldly Women
600FP / 300FP Master

As when Komurai practitioners retire, they tend to trade full-body movements for sensitivity and intuition. Your feet can gather a scary amount of information from vibrations and temperature, such as predicting the weather. Being in the same room as someone will let you sense their general mood, hunger, health issues, etc. Touching someone directly with your feet will let you sense every detail of their body from their heartbeat to muscle contractions, and from that their emotional state.



~You may discount one purchase from each tier, sans the 50FP tier~

Familiar Footprints
50FP each, no discounts

It seems you have some old allies in mind to join you in this foot-obsessed world. With each purchase, you may import an old companion into this world. They will have 600FP to spend, and can gain more from drawbacks.

New Friends, New Feet
50FP each, no Discounts

With each purchase, you may select a canon character. You will regularly meet on good terms. If you can convince them to knowingly become your companion, they may follow you into future worlds.



Dignity Protector
50FP, no Discounts

A fairly standard pair of short spats. Aside from yourself, those who see or wear these spats won't see them as any more inappropriate than regular pants, even if there's a clearly visible cameltoe or bulge underneath.

Necessarily Novelties
50FP, no Discounts

A necessity for any self-respecting performer. You have a decent collection of small toys and props, ranging from playing cards to tops to yo-yos. You never struggle to hide at least a few of these on your person at all times.

Never Caught Empty-Footed
50FP, no Discounts

Something handy for those who can't use their hands. An ankle-mounted pocket. No matter how crazy or dynamic your leg movements, nothing will ever fall out of these, but you can always retrieve items from this with ease.



Legged and Dangerous
100FP / Free with Discount

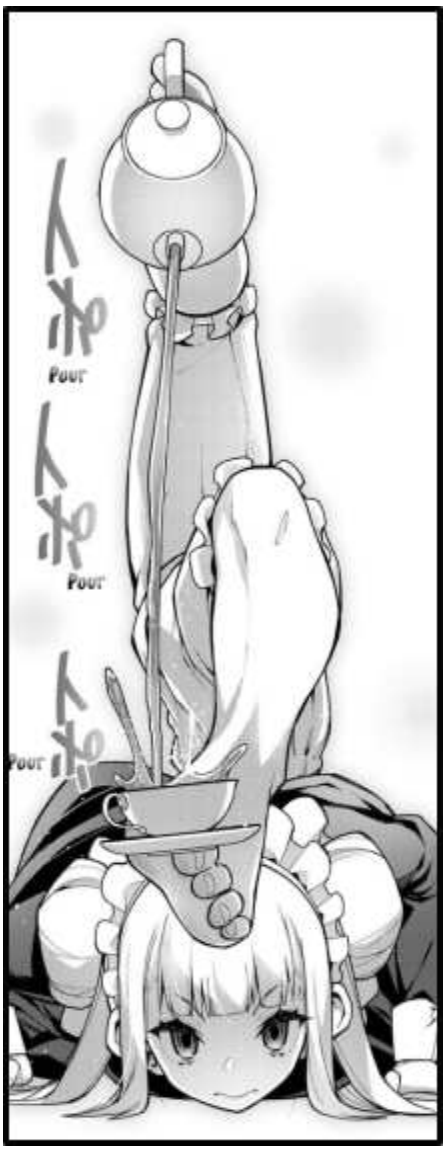
You are the proud owner of a melee weapon of your choice. It could be a throwing dagger, a whip, a spear, or maybe just a wooden sword, if you want something less inherently dangerous.

Releasing your Limiters
100FP / Free with Discount

A cliche but classy training tool. These leg mounted weights are perfect for acrobatic training. Their weight will increase as needed, though not to any physics-defying extent.

Glorious Treasure
100FP / Free with Discount

To the right buyer, this stash of top-tier smut is the next best thing to gold. You'll find many school boys or girls willing to pay top dollar, or recieve in place of payment. Restocks monthly.





Calling in Backup
300FP / 150FP with Discount

These three men are perfectly coordinated and perfectly loyal. Do they even have wills? They share 1 companion slot, and are always legally the same age as you, in spite of their size.

Follow the Money
300FP / 150FP with Discount

You're the owner of a themed cafe. Like a maid cafe, cat cafe, or some other gimmick within your means. Will make money unsupervised, but will never really take off without you there.

Don't Tell Your Parents
300FP / 150FP with Discount

No one will ever question your ownership of this unmarked van and license. Those close to you in age are bizarrely trusting of you in this, unless they already have reason to suspect you.



Big Top, Big Leagues
600FP / 300FP with Discount

Regardless of your age, you've become the head of a world-famous circus troupe. Their reputation is good, and as long as you do nothing to harm it, aspiring performers will see working under you as an ideal to aspire for. It should go without saying how much money this will rake in for you.

Feet of the World
600FP / 300FP with Discount

A hidden training ground, marked by foot-shaped rock formations. From precarious cliffs of varying scaling difficulty, a field of swords for balance and combat, and even a natural hot spring, footwork or acrobatics training will be twice as effective here, and related epiphanies will be twice as likely.

Life on Easy Mode
600FP / 300FP with Discount

Living the high life, are we? You are the owner of a large private mansion with expensive furniture, a large yard, a fully stocked gym, and more. The mansion is always stocked with food and all the servants you could need to handle basic tasks and maintenance. Oddly, none of this costs you a dime.



Not your Cup of Feet
Gain 50FP

Far from being attracted to feet, you find feet absolutely disgusting in any context. You'll have a hard time tolerating this world's hijinks.

Soul of the Sole
Gain 50FP

You're awful at hiding your emotions. Your face is always a dead giveaway, and somehow your feet manage to be even more emotive than that.

Grow Up
Gain 100FP

You are a whining brat, regardless of your actual age. You come across as selfish and entitled, and even if you do appreciate someone, you struggle to communicate it. Those who spend time near you can learn to see past this.

Stalking Horse
Gain 100FP

You are not the main character. No matter what you try to do, someone better will always come along to out-preform you. It will always be embarrassing, and people generally won't take you seriously.

Hand Sickness
Gain 200FP



You are physiologically incapable of using your hands as anything more than support struts. Attempting to do so, will result in a condition similar to a fever and intoxication.

Pull Over, Push Over
Gain 200FP

You find yourself constantly being roped into doing favors by friends and strangers alike. A swimsuit shoot is the most invasive thing you'll be asked to do, but you'll end up with little time or energy to spare for yourself.

Prince Harming
Gain 300FP

You've been engaged due to your family's old-fashioned traditions. It's a shame they're selfish, manipulative, and disloyal human scum. Your family's expectations and personal obligations make it difficult to cut ties.



Yandere Mother Nature
Gain 300FP

Nature just seems to hate you. All animals either see you as food, or find any reason to harass you at every turn. You'll also find yourself regularly stranded in the woods.



~Stay Here~

~Go Home~

~Move On~







I honestly could not tell you what possessed me to put in this much effort for an okay-ish foot fetish romcom. To be clear, I only like cute anime feet. Real feet are icky.

Use your own judgement regarding how replacing characters works. Chances are, if you know enough about a character that you want to replace them, you probably know everything you need to about them. It's a simple story with a tiny cast.

On that note, most of the cast has the same gimmick of "I am intolerable to be around, but I get away with it because it's the author's fetish". Because of that, it was unavoidable that I'd end up with several "people put up with your bullshit" perks.

Jump by StolenGene