# Maneaterwithtail's Jump Banking System

The basic idea is that you may bank Choice Points that accumulate in value the further back used to make purchases.

## You can only spend multiples of 25CP between jumps on prior Jump's visited.

*Example:* I'm about to load up my sixth jump document. I have 200CP banked. I want to buy some stuff from my second jump. So I take 25cp and send it backwards to previous jumps. My bank has 175cp left.

Every time CP travels one jump into the past, it doubles in value.

- Fifth jump: 50cp
- Fourth: 100cp
- Third: 200cp
- Second: 400cp.
  - I can buy 400cp worth of stuff in that jump. I only wanted to buy 300cp worth, though, so I spend that
- Send the rest farther back. It reaches my first jump, where it's worth 200cp.
- If I'd wanted to buy a 600cp perk:
  - I would send another 25cp back and have 200cp left over.
  - I could spend that 200cp in the second jump
  - Or send it back to the first jump, where it's worth 400cp.
  - If I don't want to buy anything in either of those jumps, **it's lost.**

Choice Points that are leftover from Gauntlets.

May be used for Body Mods or Warehouse or similar supplements at anytime.

Or

Spent on prior jumps at the rates and intervals detailed above,i.e. only between jumps

Remember player can only spend their banked/won cp on prior jump perk lists after one jump but before he or she chooses another jump, thus before gain the next jump's list options and discounts or additional CP

*With One Exception*

***Jump Specific Sub Systems*** such as sometimes used to create powers or vehicles. Jumper may designate CP in bank during access to it period, or in-jump or right before importing. These can supplement with standard sub-points, but once committed to that system cannot be banked or withdrawn to any other.

Quickie Table for Reference

| # of Jumps Prior | Bonus to CP Value for Purchase | If I Send this much CP | | | |
|---|---|---|---|---|---|
| | | 25 | 75 | 125 | |
| 1 Jump prior | 2 | 50 | 150 | 250 | I can spend this much CP |
| 2 Jumps prior | 4 | 100 | 300 | 500 | |
| 3 Jumps prior | 8 | 200 | 600 | 1000 | |
| 4 Jumps prior | 16 | 400 | 1200 | 2000 | |
| 5 Jumps prior | 32 | 800 | 2400 | 4000 | |