

Maneaterwithtail's Jump Banking System

The basic idea is that you may bank Choice Points and get cumulative discounts on previous jumps' purchases, with the result rounded, as you progress on the chain by jump. But

You can only purchase between jumps on something that happened prior.

Example:

Five jumps in, while between six and fifth jump, so no new CP from Jump 6, you may purchase at half off with any remaining unspent CP any perks/items in immediate prior jump.

- 3/4ths off of the fourth jump, rounded
- 7/8ths off the third jump, rounded
- 15/16ths removed of the second's purchasables to nearest whole number
- And finally 1st jump perks at 1/32nd their price, rounded

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 special rates discussed above, 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 These can supplement with standard sub-points, but once committed to that system cannot be banked or withdrawn to any other.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

Going Back # Jump(s) Prior	Discount to Price	CP Price of Item or Perk				How Much Item or Perk Now Costs to Purchase
		100	300	400	600	
1 Jump Prior	1/2	50	150	200	300	
2 Jumps Prior	1/4	25	75	100	150	
3 Jumps Prior	1/8	13	38	50	75	
4 Jumps Prior	1/16	6	19	25	38	
5 Jumps Prior	1/32	3	9	13	19	

