Clarify the math of the Tech Leakage option

In Research Options, the tooltip (and game.ruleset comment) for Tech Leakage should clarify the strength of the setting; that the game currently applies a discount of a flat percentage equal to the ratio of the players that satisfy the criteria.

It is currently unclear what setting Tech_Leakage=True actually does to the tech cost.

**Bonus points:** That value should itself be tweakable. This would involve coming back and reading this parameter in the base_cost multiplier in the tech_leakage section of common/research.c.

Related to Revision 3986 (16 years ago, ironically, this was explicitly spelled out)