The Renegade Mage's Technomancer Item Price Tables, 4th Ed.

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Industrial Enchantment is done by skill 15 enchanters who are paid high-Comfortable wages ($7,200/month), work 20 days a month on average (5 days a week with 20 workdays of vacation a year), cost their employer 125% of their wages a month (payroll taxes, benefits, etc.), and work on lines that cost $120/mage/day in supplemental inputs (NEMA power, magical reagents, exotic materials, and the like), enchanting at a TL8 rate of 12 energy/day/mage. Including the losses to failures, this works out to slightly over $50/energy point, and these costs represent about half the final retail price for an even $100/point retail (which covers overhead, distribution, and profits).

In Technomancer, Powerstones can only be enchanted by the 20 energy per casting on valuable gems method; 80 energy per casting on cheaper items does not exist. Average retail price is twice labor and materials cost, including losses to critical. Single-quirk Powerstones average 10% cheaper than unquirked; multiple-quirk stones average 40% cheaper than unquirked. Manastone can be cast on ordinary objects at quadruple casting (so, 20 energy each), and so are enchanted by one-man Quick & Dirty enchanters with Draw Power, just like Powerstones.

In Quick & Dirty enchanting, mages contribute up to 10 personal energy and 55 from drawing on the NEMA power line. Powerstones are used to make up any deficit in energy, and the fee for using them is 0.05% of their retail price per point of energy (0.1% per day, with the stones recharging at a point per 12 hours in the high-mana Manabelt). Electricity charges are nominal ($0.10 cents per kWh). Mages work 20 days a month on average, cost 125% of their wages a year, and don't require the exotic consumables used in Industrial Enchantment. Retail price runs double labor costs, to cover overhead, distribution, and profits.

Single-caster Q&D enchantment uses a skill 16 enchanter who knows the Draw Power spell and is paid low-Wealthy wages of $10,500/month. This is used for enchantments of up to 77 energy.

Two-caster Q&D enchantments use a skill 17 lead enchanter who knows the Draw Power spell and is paid standard Wealthy wages of $13,000/month, and an assistant skilled and paid as a single-caster Q&D enchanter. These circles make enchantments of 78 to 155 energy.

Three-caster Q&D enchantments use a skill 18 lead enchanter who knows the Draw Power spell and is paid high-Wealthy wages of $17,850/month). These circles make enchantments of 156 or more energy.

As a practical matter, four-caster Q&D enchantments don't exist for making retail magic items; people with the talent and drive to reach the skill level to lead such groups are rare enough they can command wages that price them out of the routine retail market.

Slow and Sure enchantments are done by a single skill 15 enchanter paid high-Comfortable wages of $7,200/month working 20 days a month on average, costing his employers 125% of his wages a month, in facilities with minimal overhead. Including losses to failures, labor costs work out to $471.35/energy point; after doubling for retail, we'll round the price to $950/point.

Powerstone Price Table

Stone Energy	Average Price	Quirkless Price	One Quirk Price	Multiquirk Price
1	$274	$275	$247	–
2	$597	$600	$540	$360
3	$972	$981	$882	$588
4	$1,402	$1,419	$1,277	$851
5	$1,890	$1,918	$1,726	$1,151
6	$2,438	$2,483	$2,235	$1,490
7	$3,050	$3,118	$2,806	$1,871
8	$3,730	$3,826	$3,443	$2,296
9	$4,480	$4,613	$4,151	$2,768
10	$5,304	$5,482	$4,934	$3,289
11	$6,206	$6,440	$5,796	$3,864
12	$7,190	$7,490	$6,741	$4,494
13	$8,259	$8,639	$7,776	$5,184
14	$9,419	$9,893	$8,904	$5,936
15	$10,672	$11,256	$10,131	$6,754
20	$18,508	$19,952	$17,957	$11,971
25	$29,429	$32,458	$29,213	$19,475
30	$44,171	$49,870	$44,883	$29,922
35	$63,609	$73,527	$66,174	$44,116
40	$88,779	$105,052	$94,547	$63,031
45	$120,906	$146,400	$131,760	$87,840
50	$161,434	$199,911	$179,920	$119,946
55	$212,061	$268,366	$241,529	$161,020
60	$274,780	$355,061	$319,555	$213,036
65	$351,923	$463,879	$417,491	$278,327
70	$446,216	$599,380	$539,442	$359,628
75	$560,842	$766,905	$690,215	$460,143
80	$699,505	$972,684	$875,416	$583,610
85	$866,515	$1,223,972	$1,101,575	$734,383
90	$1,066,879	$1,529,199	$1,376,279	$917,519
95	$1,306,400	$1,898,140	$1,708,326	$1,138,884
100	$1,591,804	$2,342,111	$2,107,900	$1,405,267
105	$1,930,871	$2,874,198	$2,586,778	$1,724,519
110	$2,332,591	$3,509,508	$3,158,557	$2,105,705
115	$2,807,343	$4,265,466	$3,838,920	$2,559,280
120	$3,367,097	$5,162,151	$4,645,936	$3,097,290
125	$4,025,641	$6,222,672	$5,600,405	$3,733,603
130	$4,798,848	$7,473,611	$6,726,250	$4,484,167
135	$5,704,970	$8,909,724	$8,018,752	$5,345,834
140	$6,764,980	$10,634,686	$9,571,217	$6,380,811
145	$8,002,957	$12,655,886	$11,390,298	$7,593,532
150	$9,446,527	$15,019,490	$13,517,541	$9,011,694
155	$11,127,356	$17,778,394	$16,000,555	$10,667,037
160	$13,081,723	$20,993,176	$18,893,859	$12,595,906
165	$15,351,157	$24,733,158	$22,259,843	$14,839,895
170	$17,983,171	$29,077,628	$26,169,866	$17,446,577
175	$21,032,087	$34,117,216	$30,705,495	$20,470,330
180	$24,559,974	$39,955,460	$35,959,914	$23,973,276
185	$28,637,715	$46,710,577	$42,039,519	$28,026,346
190	$33,346,207	$54,517,474	$49,065,727	$32,710,485
195	$38,777,734	$63,530,027	$57,177,025	$38,118,016
200	$45,037,508	$73,923,654	$66,531,288	$44,354,192

The larger Powerstones generally aren't used in enchantment; they instead are used to provide energy beyond normal Draw Power limits on large ritual magic. The most well-known use case is space flight, which involves regularly scheduled use of Teleport Other on large objects.

Magic Item Enchantment Price Table

Energy Required	Quick & Dirty Enchantment	Industrial	Slow & Sure
Up to 66	$172	Energy × $100	Energy × $950
67	$174		
68	$178		
69	$184		
70	$192		
71	$202		
72	$217		
73	$234		
74	$256		
75	$283		
76	$315		
77 Q&D Team of 2	$353		
78 to 100 Crossover	$387		
101 to 131	$773		
135	$780		
140	$813		
145	$869		
150	$996		
155 Q&D Team of 3	$1,150		
156 to 197 Crossover	$1,272		
200	$1,275		
205	$1,928		
210	$1,967		
220	$2,103		
230	$2,363		
240	$2,914		
250	$3,640		
260	$4,689		
270	$6,531		
280	$8,632		
290	$11,391		
300	$15,899	$30,000	
310	$21,322	$31,000	
320	$27,317	$32,000	
325	$31,720	$32,500	
326 Q&D / Industrial	$31,944	$32,600	
327 Crossover	$34,028	$32,700	
330	$36,737	$33,000	
340	$46,319	$34,000	
350	$57,969	$35,000	
360	$75,844	$36,000	
370	$93,499	$37,000	
380	$114,537	$38,000	
390	$146,306	$39,000	
400	$177,008	$40,000	
410	$213,700	$41,000	
420	$267,533	$42,000	
430	$318,692	$43,000	$408,500
440	$378,103	$44,000	$418,000
446 Q&D / Slow & Sure	$421,735	$44,600	$423,700
447 Crossover	$441,673	$44,700	$424,650
450	$466,071	$45,000	$427,500
460	$548,545	$46,000	$437,000
470	$643,482	$47,000	$446,500
480	$783,160	$48,000	$456,000
490	$912,660	$49,000	$465,500
500	$1,060,667	$50,000	$475,000
510	$1,277,983	$51,000	$484,500
520	$1,476,990	$52,000	$494,000
530	$1,703,090	$53,000	$503,500
540	$2,032,794	$54,000	$513,000
550	$2,333,165	$55,000	$522,500
560	$2,672,728	$56,000	$532,000
570	$3,166,307	$57,000	$541,500
580	$3,612,817	$58,000	$551,000
590	$4,115,430	$59,000	$560,500

Manastone Price Table

Stone Energy	Average Price	Quirkless Price	One Quirk Price	Multiquirk Price
1	$172	$172	$155	–
2	$347	$349	$314	$175
3	$526	$531	$478	$256
4	$709	$717	$646	$359
5	$895	$909	$818	$455
6	$1,085	$1,106	$996	$553
7	$1,279	$1,309	$1,178	$654
8	$1,476	$1,517	$1,366	$759
9	$1,678	$1,732	$1,559	$866
10	$1,884	$1,953	$1,758	$977
11	$2,094	$2,181	$1,962	$1,090
12	$2,308	$2,415	$2,173	$1,207
13	$2,527	$2,656	$2,390	$1,328
14	$2,750	$2,904	$2,614	$1,452
15	$2,977	$3,160	$2,844	$1,580
16	$3,209	$3,424	$3,082	$1,712
17	$3,446	$3,696	$3,326	$1,848
18	$3,687	$3,976	$3,578	$1,988
19	$3,934	$4,264	$3,838	$2,132
20	$4,185	$4,561	$4,105	$2,281
21	$4,442	$4,868	$4,381	$2,434
22	$4,703	$5,183	$4,665	$2,592
23	$4,970	$5,508	$4,957	$2,754
24	$5,243	$5,843	$5,259	$2,922
25	$5,520	$6,188	$5,569	$3,094
30	$6,996	$8,072	$7,268	$4,038
35	$8,627	$10,262	$9,235	$5,131
40	$10,429	$12,787	$11,508	$6,393
45	$12,421	$15,695	$14,125	$7,847
50	$14,623	$19,034	$17,131	$9,517
55	$17,056	$22,857	$20,571	$11,428
60	$19,745	$27,219	$24,497	$13,609
61	$20,316	$28,161	$25,345	$14,081
62	$20,898	$29,128	$26,215	$14,564
63	$21,492	$30,120	$27,108	$15,060
64	$22,099	$31,137	$28,023	$15,569

Manastones (for poorly understood reasons that are the subject of massive R&D effort, both academic and industrial), suffer rapidly increasing instability past 64 energy. (In game terms, an ordinary failure when casting Manastone on an item already at 64 or more energy destroys the stone, an ordinary success quirks the stone without increasing its capacity, a critical success increases capacity, and a critical failure causes an 8d cr explosion.)

As a result, Manastones are not used in enchantment, because they never get big enough to cost less per point of energy (thanks to cheap materials) to buy than a Powerstone of equal capacity costs to rent. Instead, Manastones generally are bought as “emergency reserves”, things to carry to power self-defense, or keep stored to break out in case of natural disaster.

If a powerful one-off enchanted item is needed faster than Slow & Sure can make it, this may well include commissioning mages with skills of 19+ (to lead larger circles of Q&D enchanters), breaking out larger Powerstones, and perhaps less ethical measures. These cases are well past the realm of ordinary retail enchantment pricing.

All price calculations in this document were greatly aided by Pstone_rev2010.xls.