**GENERIC WOIN RESOURCES**

[***W.O.I.N. Random Character Descriptor***](http://www.enworld.org/forum/dnd_view_block.php?id=1722)

Instantly populate a bar or other location in a moment! Randomly generates a descriptor for a What's O.L.D. is N.E.W. character. You can choose an infidivual genre (O.L.D., N.E.W. or N.O.W.), or select "Mixed" to pick races/species/heritages and careers/traditions from the whole gamut of What's O.L.D. is N.E.W.

**OLD RESOURCES**

[***O.L.D. Spell Creator***](http://www.enworld.org/forum/dnd_view_block.php?id=1664)***.***

This generator only uses the basic stats and values, not the detailed ones. You'll need to apply those manually. You can enter duration, range, area, etc. and it will give you the total MP value of your selection. Most useful when converting a spell from another system and it's more important that the spell stats are mimicked than a particular MP budget be used. You can create a surprisingly wide variety of spells with just this basic calculator.

[***O.L.D. Herb Name***](http://www.enworld.org/forum/dnd_view_block.php?id=1446)

Generates a herb name using the tables in the O.L.D. RPG.

[***Magical Incantation Generator***](http://www.enworld.org/forum/dnd_view_block.php?id=575)***.***

An assortment of magical sounding words put together in random order.

**NEW RESOURCES**

[***N.E.W. Star System Creator***](http://www.enworld.org/forum/dnd_view_block.php?id=1544)

Generates a star system based on the tables in N.E.W. The Roleplaying Game. This generator creates and illustrates the star(s) and shows, describes, and names all of the individual planets and moons in the system.

[***N.E.W. Terrestrial Planet Creator***](http://www.enworld.org/forum/dnd_view_block.php?id=1403)

Quickly creates a terrestrial planet for N.E.W. The Roleplaying Game.

[***N.E.W. Planet Name Generator***](http://www.enworld.org/forum/dnd_view_block.php?id=1410)***.***

Using real astronomical format, the name of a planet. Greek letter, constellation in genitive form, and Roman numeral designating position from parent star.

[***Spaceship Creator***](http://www.enworld.org/forum/dnd_view_block.php?id=907)***.***

Generates a quick human-owned spaceship, along with its captain, first officer, and cargo hold. The ship itself may have any origin of manufacture, depending on the franchise you choose, but the captain will be human. Best used to quickly generate a list of ships at a docking port, space station, or similar.

[***N.E.W. RPG Shipyard***](http://www.enworld.org/forum/dnd_view_block.php?id=1414)**.**

Creates a shipyard and components stock for the N.E.W. RPG.

[***Captain Wrigley's Starship Emporium***](http://www.enworld.org/forum/dnd_view_block.php?id=1940)

Starter ships available at Captain Wrigley's Starship Emporium on Tartarus. The perfect ship for all your trading needs! Finance available! Prices in MCr (1 MCr=1,000cr). Includes starship flaws for older vessels.

[***N.E.W. Weapon Designer.***](http://www.enworld.org/forum/dnd_view_block.php?id=1731)

Creates a science-fiction firearm or melee weapon, along with W.O.I.N stats. Roll up ten or so to stock a small science-fiction firearms shop.

[***N.E.W. Exotic Armor Designer***.](http://www.enworld.org/forum/dnd_view_block.php?id=1934)

Creates an exotic armor type from the core rulebooks. Roll up ten or so to stock a small science-fiction armor shop.

[***N.E.W. Sci-fi Shield Creator***.](http://www.enworld.org/forum/dnd_view_block.php?id=1938)

Create a random exotic shield. Roll up ten or so to stock a small science-fiction shop.

[***Armor/Weapons Shop***](http://www.enworld.org/forum/dnd_view_block.php?id=1936)

Stocks a shop with exotic weapons, armor, and shields using the above three generators.

[***Sci-fi Corporation Generator***](http://www.enworld.org/forum/dnd_view_block.php?id=210)**.**

Create a quick sci-fi corporation, along with a few details about their business.

[***N.E.W. Technobabble Generator***](http://www.enworld.org/forum/dnd_view_block.php?id=158)**.**

Technobabble, ready for insertion into your sci-fi games! From auxiliary baryon capacitors to phased gravimetric distortions, it won't make sense - but say it with enough conviction and it will sound like it does!

[***Random Space Radio Chatter***](http://www.enworld.org/forum/dnd_view_block.php?id=969)***.***

As the PCs' ship approaches the space station, they open radio frequencies and listen to the space traffic controller handling the various ships in the vicinity.

[***Wanted Poster***](http://www.enworld.org/forum/dnd_view_block.php?id=1142)

Generate random bounties in a sci-fi game.