

FERengi PLASMA WHIP

Energy Weapon

Setting(s): 3 (heavy stun only)

Range: 05/09/22/45

Size: 53 cm long

Mass: 0.4 kg

Energy: 80 charges

Damage: Use the Phaser damage table (*Star Trek: Deep Space Nine Roleplaying Game* corebook, page 239).



Melee Weapon

Accuracy: 7

Block: 0

Damage: 2d6+2

An energized melee weapon, this is the standard sidearm used throughout the Ferengi Alliance fleet. Resembling a Terran bull whip, it delivers a painful high-energy jolt of plasma along its length to the targets nervous system. Controlled by the small, baton-like handle, this weapon has limited range and its damage is limited to heavy stun. (Although a plasma weapon, its damage is similar to a phaser set on heavy stun rather than that of a true plasma weapon.)

This weapon is falling into disuse; while still a common sight, it is being found more and more only in the remote areas of the Alliance. Some, mostly independent raiders, still favor the weapon for its fear and shock value.

This weapon cannot be used untrained, and is a stand alone skill. Users of this weapon must poses “Ferengi Plasma Weapon (x),” in addition to “Primitive Weapon (Whip) x (x).”