

# FERengi PHASER

**Settings:** 1-12

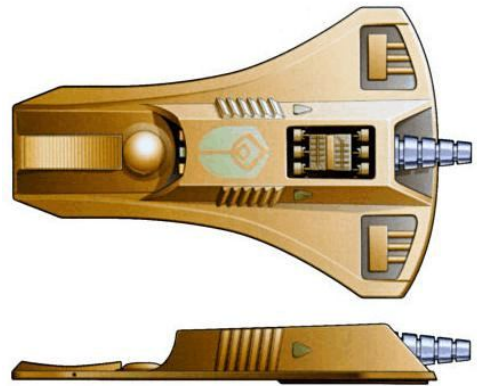
**Range:** 05/20/40/80

**Size:** 17.8 cm long

**Mass:** 1.0 kg

**Energy:** 800

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



Replacing the plasma whip as the standard sidearm of the Ferengi Alliance fleet, this weapon was an attempt to produce an energy weapon of comparable functionality as that of the Federation or Romulan Star Empire.

Although seemingly bulky by comparison to other energy weapons, this was an intentional design feature. The Ferengi phaser could easily be confused for a tricorder or PADD—an advantage often put to good use. Negotiations gone awry are much easier to back out of while covering one's get away holding a phaser on the room (shooting one's customer is seldom a good business move).

While not as intimidating as the plasma whip, a Ferengi phaser is a much more capable weapon for those times a firefight is called for.

An Opposed Test using Persuasion (or Slight of Hand) versus Intellect Attribute with a Moderate (+2) Advantage to whom draws the weapon is required to fool someone into believing the phaser is something other than a phaser.