

# Yattho

## THE NEXT GENERATION ERA ONLY

The Yattho come from a lower-G class L world in the Beta Quadrant, where they are under Klingon rule as a protectorate planet, and thus don't have voting rights or much standing in galactic politics, though as *jeghpu'wl'* (a conquered people) are offered full protection of the Empire. Yattho are a small, physically fragile humanoid species that explored their system before they were discovered by the Klingons, who were not impressed in the slightest, until they learned of their precognitive abilities. Some of the Klingon Houses attempted to use the Yattho in making military decisions against their rivals, but despite the accuracy of the Yattho ability, seeing beyond the results of initial attacks wasn't always possible, and in the end, relying on a "lesser" species such as the Yattho to guide Klingon Warriors was deemed to be somewhat dishonourable—though rumours in the Empire persist that Klingon Intelligence continues to use Yattho guidance in some capacity.

The Yattho don't take part much in galactic discourse, and while they have warp capability, they tend to stick very close to home, owing to their low-G physical comfort, their health needs being out of the usual range for most humanoids, and being under Klingon rule.

The most notable quality of the Yattho is their species proclivity for having prescient ability, often alongside some telepathic ability. Their prescience, which is incredibly accurate, seems to be tied in some way to *intent*—they see the future of *choices* and *actions*, sometimes across whole sectors, but they don't see natural disasters or the like (though they might sense how people choose to react to those disasters, which means they still sometimes have prescient awareness of the fallout of non-intent-based future events). Yattho cannot sense the future choices or actions of species who are normally immune to telepathy—such as the Ferengi, or Dopterians, or many non-humanoid lifeforms.

Yattho are nonviolent by nature, peaceful and contemplative, and prone to taking a long time to make decisions, given they often catch accurate glimpses of much of the fallout of any choice they might make. Some Yattho devote themselves entirely to honing their prescient ability in the name of their people, becoming what the Yattho refer to as "Foreseers" in an attempt to ensure the safety and health of their people by watching the future for threats.

**EXAMPLE VALUE:** *With knowledge comes the responsibility to act with care.*

- **ATTRIBUTES:** +1 Control, +1 Insight, +1 Presence
- **TRAIT:** Yattho. The Yattho are a species who evolved on a lower-G world than most humanoids, and as such are more fragile than most in a higher-G environment, though they also adapt to low-or-zero-G situations far more easily than most humanoids. They are green-skinned, with pink-to-purple spot markings along their forehead, nasal ridge, cheeks, and chin, and have four-slitted nostrils. Their ears are contained inside an outer membrane that better aids in their sense of balance and adjustment in their lower-G environment, but tends to give them a hearing range below the average for many humanoids.
- **TALENTS:** The character receives access to the following talents:

## FORESEER

**REQUIREMENT:** Yattho, or gamemaster's permission.

Yattho all have a gift for occasionally glimpsing the future, but some Yattho focus their mental efforts to attain a much greater measure of control with their inborn ability. While spontaneous moments of prescience will occur as the gamemaster judges appropriate for a narrative, once per adventure, you may attempt an Insight + Command Task, with a Difficulty of 2, to invoke a vision. If successful, the Gamemaster will grant your character a vision of the future based on a choice you or someone else is currently intending to make. Knowledge of the future that would come to pass—without any interference from those with knowledge of that future—is generally accurate, but the actions of anyone who is aware of your visions can ultimately change that future.

## PRESCIENT

**REQUIREMENT:** Yattho, or gamemaster's permission.

Yattho all have a gift for occasionally glimpsing the future, and spontaneous moments of prescience will occur as the gamemaster judges appropriate for a narrative. Knowledge of the future granted by these visions always relates to the intent or choice of someone, and the visions are generally accurate, but actions from the character (or anyone they share their vision with) can ultimately change this future.

## TELEPATH

**REQUIREMENT:** Yattho, or gamemaster's permission.

A not-insignificant portion of Yattho are fully telepathic. You can sense the surface thoughts and emotions of most living beings nearby, and can communicate telepathically with other empaths and telepaths, as well as those with whom you are extremely familiar. Surface thoughts are whatever a creature

is thinking about at that precise moment. The character cannot choose not to sense the emotions or read the surface thoughts of those nearby, except for those who are resistant to telepathy. It will require effort and a Task to pick out the emotions or thoughts of a specific individual in a crowd, to search a creature's mind for specific thoughts or memories, or to block out the minds of those nearby. Unwilling targets may resist with an Opposed Task.

## NAMES

Yattho names are patronymic, with a child having their own name, and then a surname created by their father's name with a prefix that varies by region of birth. Male names tend to be single-syllable and harder sounding—with the patronymic surname becoming two syllables—while Female names tend to have two syllables that end with an open vowel sound, and often beginning with one as well, and a recent cultural shift toward non-gendered or unique names mixes the two styles, and some younger Yattho have begun using matronymic surnames as well.

- **Male Names:** Jort, Keff, Koss, Pimm
- **Female Names:** Amra, Effa, Orna, Urni
- **Nongendered Names:** Aphe, Rhee, Trey, Zho
- **Suffixes:** Nur (the largest continent), Por (equatorial island chain), Del (most populous and common suffix, used in the largest, planetary capital city).
- **Example names:** Jort NurKeff (Jort, son of Keff), Effa DelPimm (Effa, daughter of Pimm), Rhee PorOrna (Rhee, child of Orna).

## USING THE YATTHO

The Yattho were originally mentioned offhandedly by The Doctor during the Voyager episode "Before and After."

In my campaign, the Yattho made their first appearance as a small group of Foreseers kidnapped by Dopterian agents, which the Yattho could not predict, and passed to the Orion Syndicate in the Shackleton Expanse. The Orion Syndicate then used the Yattho to predict the various subspace eruptions to better spring their pirate attacks. Rescue of the Yattho denied the Orion this advantage and also gave the Federation and Klingon crew another clue that some of these subspace eruptions are, in fact, *choices*—there is *intent* behind them—otherwise, the Yattho would not be able to predict them.

You could pepper in the Yattho whenever you need to put a significant psychic roadblock between the characters and success if the Yattho are being used against the players, or to provide impetus for the characters to act. If many Yattho sense something of import is coming, the players would be foolish to ignore it.

Their low-G requirements, general fragility, and Klingon subject status also provide a back-door reason not to have any Yattho take a front-and-centre role, as they're not likely to be comfortable (or even healthy in the longer term) on regular starship or starbase environments.