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| **Name** | **Type** | **Size** | **XP Rating** |
| Young Gecko | Beast | Small | 0 (20 XP) |

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| **Strength** | 4 (-1) |  | **Armor Class** | 6 | | **Action Points** | 6 |
| **Perception** | 6 (+1) |  | **Avg. Hit Points** | 3 | | **Hit Dice** | 1d6 |
| **Endurance** | 5 (+0) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 1 (-4) |  | **Damage Resistances** | | Radiation | | |
| **Agility** | 6 (+1) |  | **Damage Immunities** | |  | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Swift.** The gecko moves 20 feet when it uses the Move action. |  |

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| **Description** |
| Geckos that have yet to fully mature. They are smaller and less damaging than adults but share similar behavior and may appear with them in packs. |