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

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| **Strength** | 6 (+1) |  | **Armor Class** | 7 | | **Action Points** | 7 |
| **Perception** | 6 (+1) |  | **Avg. Hit Points** | 10 | | **Hit Dice** | 2d8 + 2 |
| **Endurance** | 6 (+1) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 1 (-4) |  | **Damage Resistances** | | Radiation | | |
| **Agility** | 7 (+2) |  | **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 appear in packs of varying sizes, depending on the location. They will charge at their prey with their mouths open, and attack by biting and with swipes from their claws. |