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| **Name** | **Type** | **Size** | **XP Rating** |
| Fire Gecko | Beast | Large | 1 (35 XP) |

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| **Strength** | 6 (+1) |  | **Armor Class** | 7 | | **Action Points** | 7 |
| **Perception** | 6 (+1) |  | **Avg. Hit Points** | 16 | | **Hit Dice** | 2d10 + 6 |
| **Endurance** | 8 (+3) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 1 (-4) |  | **Damage Resistances** | |  | | |
| **Agility** | 7 (+2) |  | **Damage Immunities** | | Fire, Radiation | | |
| **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. | **Fire Breath (3 AP, 1/Turn).** The gecko breathes fire in a 15-foot cone. Regardless of the number of creatures in this area, only one Endurance attack roll is made by the gecko. Creatures whose AC exceeds the roll are not hit.  Creatures hit by the attack take 2d8 fire damage plus an additional 1d8 fire damage at the start of each of their turns until they spend 2 AP to put out the flames. |

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| **Description** |
| Fire geckos have mottled purple and red hides and prominent spikes on their backs. In addition to their bite and claw attacks, they have the bizarre ability to breathe fire. They mainly dwell in and around mountainous areas and caves, as well as underground. |