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

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| **Strength** | 4 (-1) |  | **Armor Class** | 6 | | **Action Points** | 6 |
| **Perception** | 6 (+1) |  | **Avg. Hit Points** | 5 | | **Hit Dice** | 1d8 + 1 |
| **Endurance** | 6 (+1) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 1 (-4) |  | **Damage Resistances** | |  | | |
| **Agility** | 6 (+1) |  | **Damage Immunities** | | Radiation | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Natural Weapons.** When the gecko hits a creature with an unarmed strike, the attack deals an additional 1d4 radiation damage.  **Swift.** The gecko moves 20 feet when it uses the Move action. |  |

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| **Description** |
| Golden geckos have been affected by even higher levels of radiation and are distinguishable by their brilliant golden scales. They are larger and more durable than their standard cousins and prefer to nest in highly irradiated areas. As a result, they often irradiate those they attack. |