Lynx (Giant)
Medium-size Magical Beast

HD: 2d10+4 (15 hp)
Init: +3 (Dex)
Speed: 30 ft, climb 20 ft, swim 20 ft
AC: 14 (+3 Dex, +1 natural)
Attacks: 2 claws +6 melee, bite +1 melee
Damage: Claw 1d3+3, bite 1d6+1
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Pounce, improved grab, rake 1d3+1
Special Qualities: Scent
Saves: Fort +5 Ref +6 Will +1
Abilities: Str 16 Dex 17 Con 14 Int 12 Wis 12 Chr 6
Skills: Balance +13, Climb +13, Hide +9, Listen +7, Move Silently +7, Search +7, Spot +7, Swim +11
Feats: Weapon Focus (claw, bite)
Climate: Cold forest and plains
Organization: Solitary or pack (2-4)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral

Revolution: 3-4 HD (Medium-size); 5-6 HD (Large)

The giant lynx appears as a 6 or 7-foot long version of a normal lynx. It is a highly aggressive animal (due to its cunning and intelligence) and is a formidable predator.

Giant lynx speak their own language and some (35%) speak Common as well.

COMBAT
A giant lynx is an aggressive predator and does not hesitate to attack creatures smaller than itself. If hungry or angered it is known to attack creatures much larger than itself.

Pounce (Ex): If a giant lynx leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the giant lynx must hit with its bite attack. If it gets a hold, it can rake. The giant lynx has a grapple bonus of +5.

Rake (Ex): A giant lynx that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d3+1 damage each. If the giant lynx pounces on an opponent, it can also rake.

Skills: Giant lynx receive a +4 racial bonus to Hide, Search, and Move Silently checks and a +8 racial bonus to Balance checks.