

Driver	Ecosystems																			
	Mangrove	Coral Reef	Seagrass	Rocky Reef	Sub-tidal Soft Bottom	Soft Shelf (30-200m)	Hard Shelf (30-200m)	Soft Slope (200-2000m)	Hard Slope (200-2000m)	Deep Soft Benthic	Deep Hard Bottom	Deep Seamount	Surface Water	Deep Water	Rocky Intertidal	Intertidal Mud	Beach	Salt Marsh	Kelp Forest	Susp.-Feeder Reef
Nutrient Input	1.8	1.8	2.1	1.6	2.0	1.4	1.7	2.0	0.6	1.3	0.0	0.0	1.2	0.0	1.5	1.6	0.4	1.8	0.4	1.4
Nonpoint, organic pollution	1.4	1.2	1.0	2.2	1.2	1.4	0.0	2.0	0.2	1.7	0.0	0.0	1.9	1.6	2.1	2.8	0.1	1.7	1.0	2.8
Nonpoint, non-organic pollution	0.5	0.7	0.8	2.2	1.5	2.1	0.2	2.1	0.2	1.8	0.0	0.0	2.3	1.6	2.1	1.6	0.6	2.0	0.0	2.7
Direct Human	3.3	2.3	2.5	2.5	2.0	1.1	2.9	0.0	0.0	1.6	0.0	0.0	0.9	0.0	2.8	2.2	2.7	1.6	1.6	3.0
Demersal, destructive fishing	0.0	1.2	0.2	2.7	2.1	3.0	3.1	3.2	2.8	2.3	3.0	3.5	2.1	0.8	1.2	1.4	0.2	1.0	1.5	3.1
Demersal, non-destructive, high bycatch fishing	0.9	1.6	1.1	2.9	2.1	2.0	3.2	2.3	2.4	2.0	0.0	0.0	1.6	0.0	0.8	1.9	0.9	1.0	2.1	0.7
Demersal, non-destructive, low bycatch fishing	0.8	1.3	0.6	2.7	1.7	1.6	2.6	0.0	2.2	0.0	0.0	0.0	0.0	0.0	1.5	1.5	0.2	0.5	2.1	1.4
Pelagic, high by-catch fishing	0.0	0.5	0.0	2.6	0.0	1.1	2.8	0.2	0.0	1.6	0.0	0.0	3.0	2.2	0.9	0.0	0.1	0.5	0.0	0.0
Pelagic, low by-catch fishing	0.0	0.7	0.0	2.6	0.6	0.8	2.8	0.2	0.0	0.5	0.0	0.0	2.2	0.6	0.0	0.0	0.0	0.4	0.0	0.0
Artisanal fishing	1.7	2.3	0.3	2.2	0.0	0.9	1.9	0.0	0.4	0.3	0.0	0.9	1.0	0.0	1.3	0.4	0.7	0.6	0.8	1.0
Sea temperature	2.4	2.8	2.1	1.9	0.5	2.5	2.9	2.3	0.9	2.5	1.5	1.8	3.3	2.3	2.8	1.4	0.6	1.4	2.0	0.8
UV	0.2	0.8	0.5	0.7	0.3	1.9	1.8	0.0	0.0	1.3	0.0	0.0	1.5	0.0	0.9	1.3	0.0	1.1	0.1	0.0
Ocean acidification	1.2	1.1	1.4	1.1	0.1	1.7	2.5	2.1	1.6	2.2	2.7	2.7	1.8	0.0	0.9	1.0	0.0	1.3	0.0	0.7
Species Invasion	1.0	1.5	1.2	2.5	2.7	1.6	1.5	0.2	0.5	1.5	0.0	0.0	2.3	0.0	2.8	2.9	0.9	2.8	1.3	2.6
Ocean-based pollution	1.2	1.2	0.5	1.7	1.1	1.2	0.3	1.4	1.7	2.3	1.2	1.2	1.7	0.4	1.3	0.8	0.5	1.2	0.1	0.0
Commercial Activity	2.0	1.5	1.9	1.4	0.3	1.7	0.9	0.1	1.0	0.9	0.0	0.0	1.9	0.0	0.3	1.9	1.9	1.4	0.0	0.0
Benthic Structures	1.3	0.5	1.6	1.7	0.1	0.5	2.1	1.6	2.2	1.9	1.6	1.4	1.5	0.0	1.0	0.9	0.8	0.9	0.0	0.4