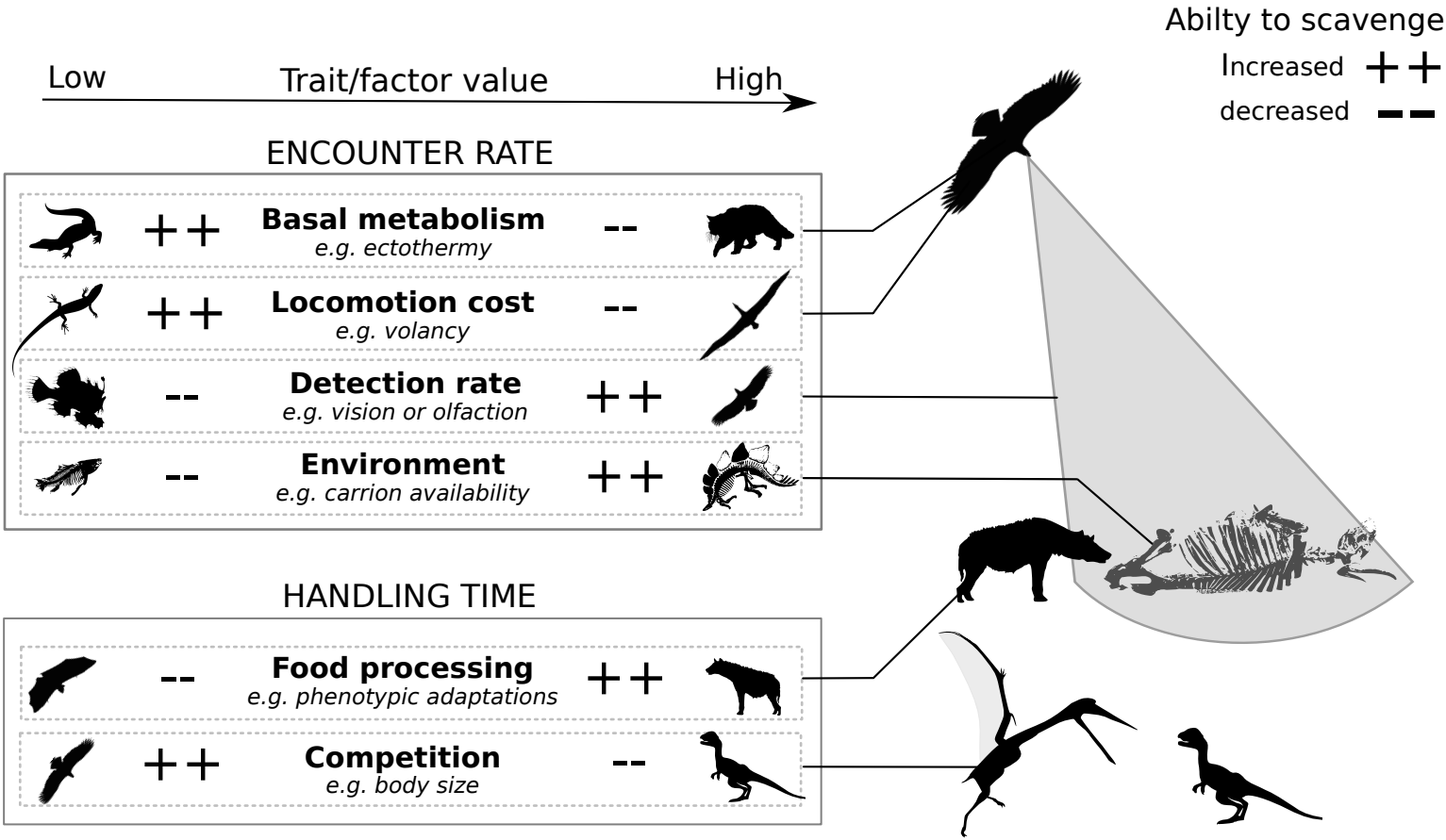
Abilty to scavenge
Increased ++
decreased --
Low
Trait/factor value
High
ENCOUNTER RATE
++
Basal metabolism
e.g. ectothermy
--
++
Locomotion cost
e.g. volancy
--
--
Detection rate
e.g. vision or olfaction
++
--
Environment
e.g. carrion availability
++
HANDLING TIME
--
Food processing
e.g. phenotypic adaptations
++
++
Competition
e.g. body size
--