

Trait 1

Feather color

Chickens with brown feathers

Effects

- Forest: +2 survival points
(camouflage from predators)
- Farm: Neutral
- Desert: -1 survival point (overheats in the sun)
- Wetland: Neutral

Trait 2

Beak size

Chickens with small beaks

Effects

- Forest: Neutral
- Farm: +2 survival points
(efficient for pecking grain)
- Desert: -1 survival point
(less effective for finding scarce food)
- Wetland: Neutral

Trait 3

Feather color

Chickens with brown feathers

Effects

- Forest: +2 survival points
(camouflage from predators)
- Farm: Neutral
- Desert: -1 survival point (overheats in the sun)
- Wetland: Neutral

Trait 4

Leg length

Chickens with long legs

Effects

- Forest: +1 survival point
(better mobility in dense underbrush)
- Farm: Neutral
- Desert: +1 survival point
(can cover more ground in search of food)
- Wetland: +2 survival points
(better for wading in water)

Trait 5

Feather color

Chickens with white feathers

Effects

- Forest: -2 survival points
(easily spotted by predators)
- Farm: Neutral
- Desert: +1 survival point (reflects heat)
- Wetland: -1 survival point
(more visible in open areas)

Trait 6

Leg length

Chickens with short legs

Effects

- Forest: -1 survival point (less mobility)
- Farm: +1 survival point (stable and sturdy)
- Desert: Neutral
- Wetland: -2 survival points (difficulty in wading)

Trait 7

Disease resistance

Chickens resistant to common diseases

Effects

- Forest: +2 survival points
- Farm: +2 survival points
- Desert: +1 survival point
- Wetland: +2 survival points

Trait 8

Heat tolerance

Chickens that cannot withstand high temperatures

Effects

- Forest: Neutral
- Farm: Neutral
- Desert: -3 survival points
- Wetland: Neutral

Trait 9

Beak size

Chickens with small beaks

Effects

- Forest: Neutral
- Farm: +2 survival points
(efficient for pecking grain)
- Desert: -1 survival point
(less effective for finding scarce food)
- Wetland: Neutral

Trait 10

Leg length

Chickens with long legs

Effects

- Forest: +1 survival point
(better mobility in dense underbrush)
- Farm: Neutral
- Desert: +1 survival point
(can cover more ground in search of food)
- Wetland: +2 survival points
(better for wading in water)

Trait 11

Beak size

Chickens with large beaks

Effects

- Forest: +1 survival point
(good for cracking hard seeds)
- Farm: Neutral
- Desert: Neutral
- Wetland: +1 survival point (useful for foraging)

Trait 12

Night vision

Chickens that have low night vision

Effects

- Forest: -3 survival points
- Farm: +2 survival points
- Desert: -3 survival points
- Wetland: Neutral

Trait 13

Disease resistance

Chickens are prone to diseases

Effects

- Forest: -2 survival points
- Farm: -2 survival points
- Desert: -1 survival point
- Wetland: -2 survival points

Trait 14

Heat tolerance

Chickens that can withstand high temperatures

Effects

- Forest: Neutral
- Farm: Neutral
- Desert: +3 survival points
- Wetland: Neutral

Trait 15

Night vision

Chickens that have high night vision

Effects

- Forest: +3 survival points
- Farm: -2 survival points
- Desert: +3 survival points
- Wetland: Neutral

Trait 16

Beak size

Chickens with large beaks

Effects

- Forest: +1 survival point
(good for cracking hard seeds)
- Farm: Neutral
- Desert: Neutral
- Wetland: +1 survival point (useful for foraging)

Trait 17

Feather color

Chickens with white feathers

Effects

- Forest: -2 survival points
(easily spotted by predators)
- Farm: Neutral
- Desert: +1 survival point (reflects heat)
- Wetland: -1 survival point (more visible in open areas)

Trait 18

Heat tolerance

Chickens that can withstand high temperatures

Effects

- Forest: Neutral
- Farm: Neutral
- Desert: +3 survival points
- Wetland: Neutral

Trait 19

Beak size

Chickens with small beaks

Effects

- Forest: Neutral
- Farm: +2 survival points (efficient for pecking grain)
- Desert: -1 survival point (less effective for finding scarce food)
- Wetland: Neutral

Trait 20

Leg length

Chickens with short legs

Effects

- Forest: -1 survival point (less mobility)
- Farm: +1 survival point (stable and sturdy)
- Desert: Neutral
- Wetland: -2 survival points (difficulty in wading)