

## Character Cards

<p><i>Momerath herb</i></p> <p>Character Type: <b>Early Successional</b></p> <p>Fire event: go <u>forward 5</u> places</p> <p>Landslide event: go <u>forward 2</u> places</p> <p>Grazing event: <u>stay</u> in the same place</p> <p>No disturbance: go <u>back 1</u> place</p>	<p><i>Lorax tree</i></p> <p>Character Type: <b>Early Successional</b></p> <p>Fire event: <u>stay</u> in the same place</p> <p>Landslide event: go <u>forward 5</u> places</p> <p>Grazing event: go <u>forward 2</u> places</p> <p>No disturbance: go <u>back 1</u> place</p>	<p><i>Grickle grass</i></p> <p>Character Type: <b>Early Successional</b></p> <p>Fire event: go <u>forward 2</u> places</p> <p>Landslide event: <u>stay</u> in the same place</p> <p>Grazing event: go <u>forward 5</u> places</p> <p>No disturbance: go <u>back 1</u> place</p>
<p><i>Truffula Tree</i></p> <p>Character Type: <b>Late Successional</b></p> <p>Fire event: go <u>back 4</u> places</p> <p>Landslide event: go <u>back 1</u> place</p> <p>Grazing event: <u>stay</u> in the same place</p> <p>No disturbance: go <u>forward 3</u> places</p>	<p><i>Mimsy bush</i></p> <p>Character Type: <b>Late Successional</b></p> <p>Fire event: go <u>back 1</u> places</p> <p>Landslide event: go <u>back 4</u> place</p> <p>Grazing event: <u>stay</u> in the same place</p> <p>No disturbance: go <u>forward 3</u> places</p>	<p><i>Borogrove grass</i></p> <p>Character Type: <b>Late Successional</b></p> <p>Fire event: go <u>back 1</u> places</p> <p>Landslide event: go <u>back 1</u> place</p> <p>Grazing event: go <u>back 3</u> place</p> <p>No disturbance: go <u>forward 3</u> places</p>