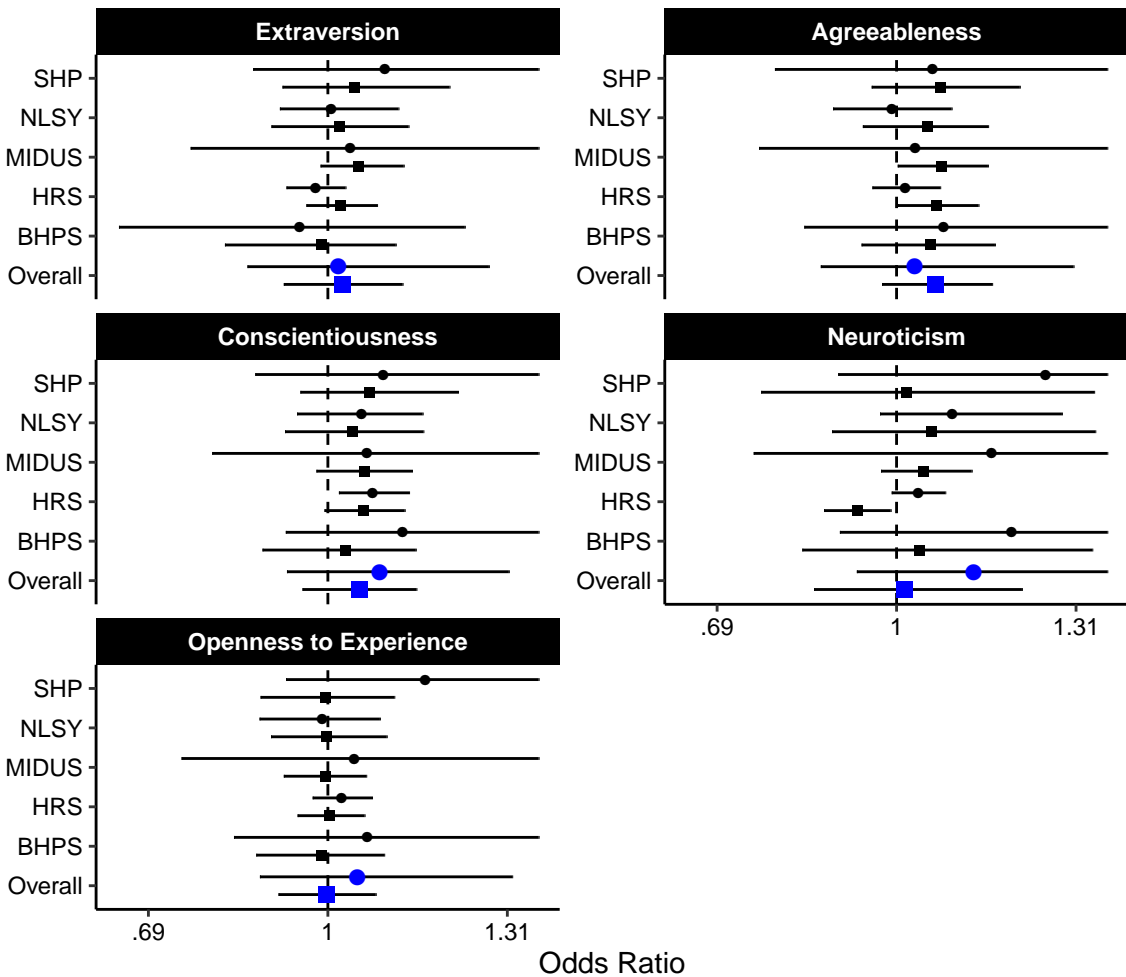


Mortality: Personality x Race



type ● fixed ● random

names ■ p_value:race1 ● p_value:race2