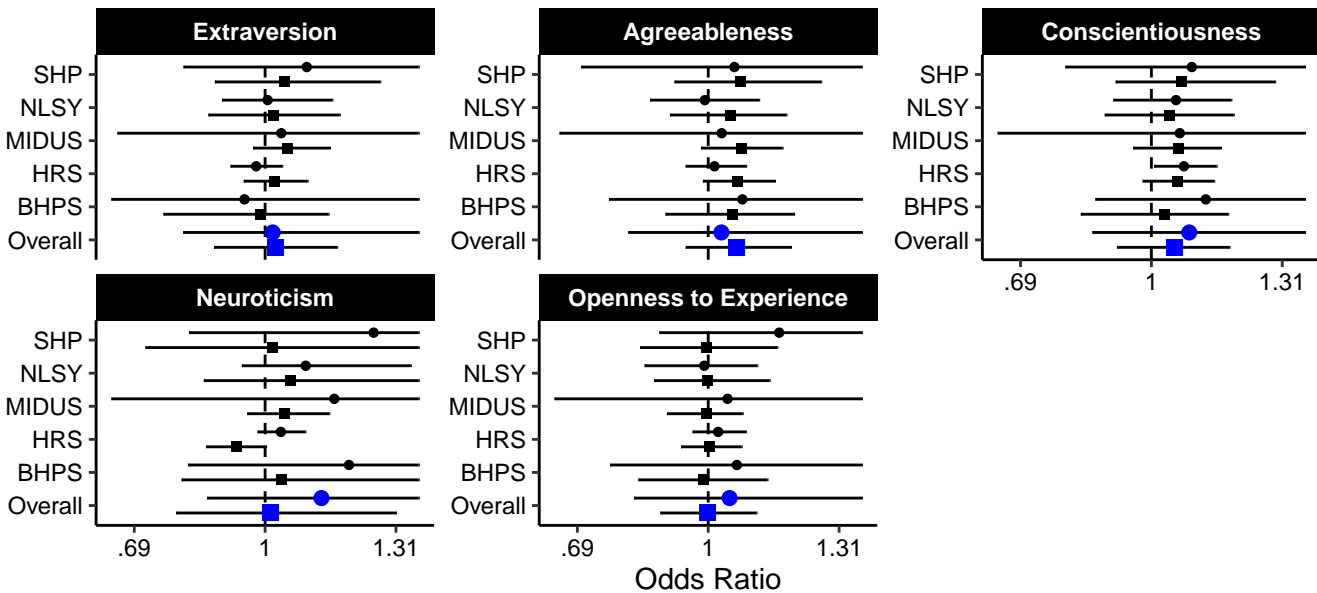


# Mortality: Personality x Race



type ● fixed ● random names ■ p\_value:race1 ● p\_value:race2