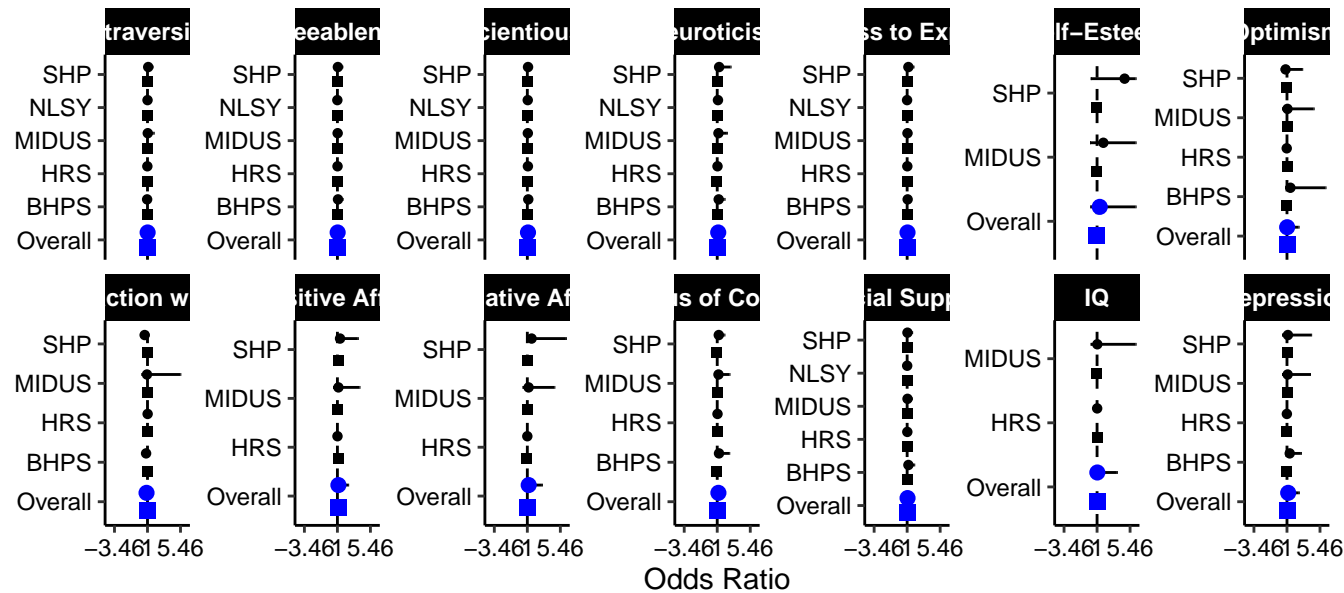


Mortality: Personality x Race



type ● fixed ● random names —■ p_value:race1 —● p_value:race2