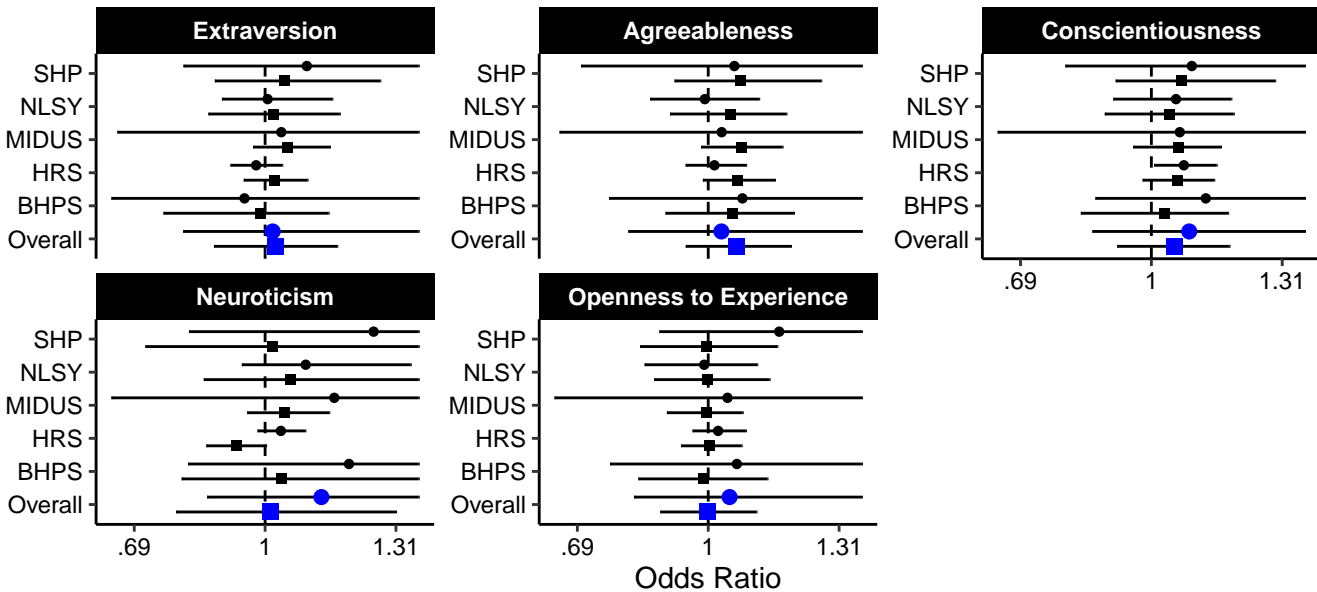


# Mortality: Personality x Race



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