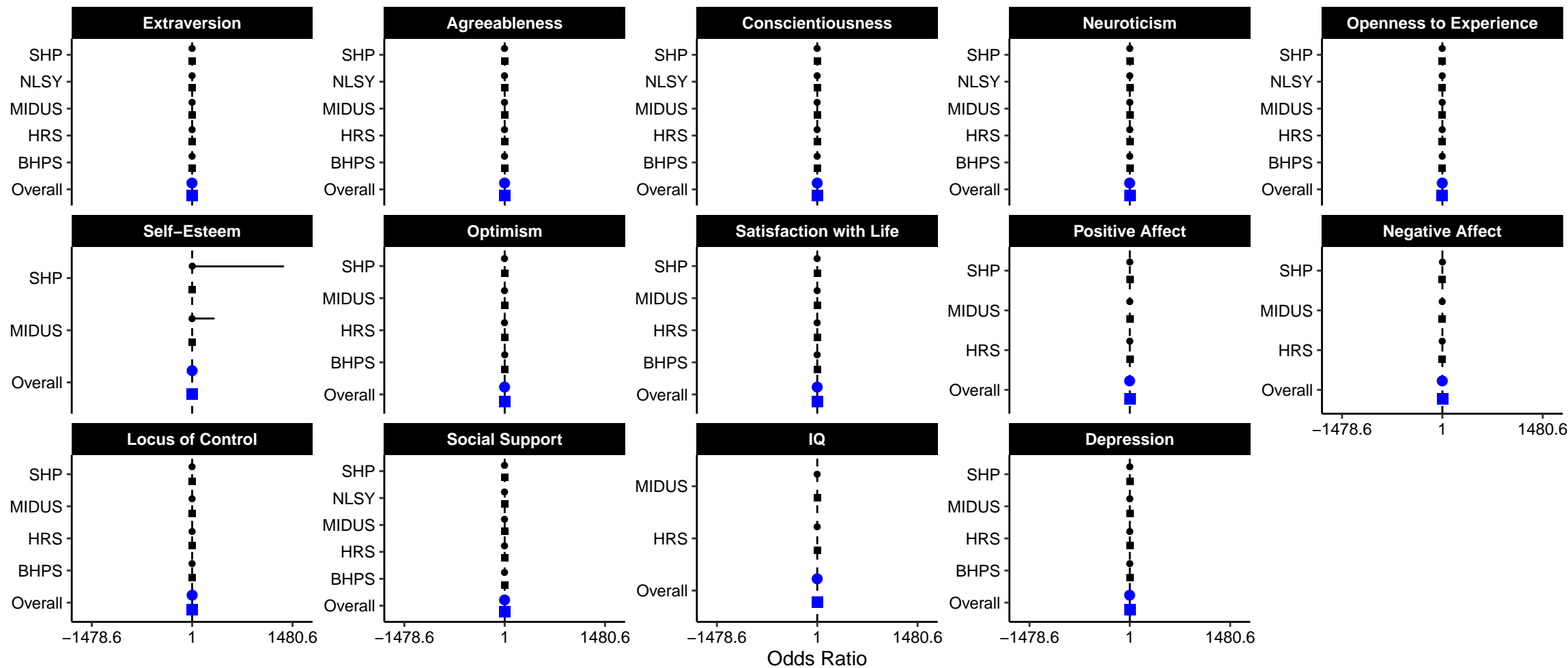


Mortality: Personality x race



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