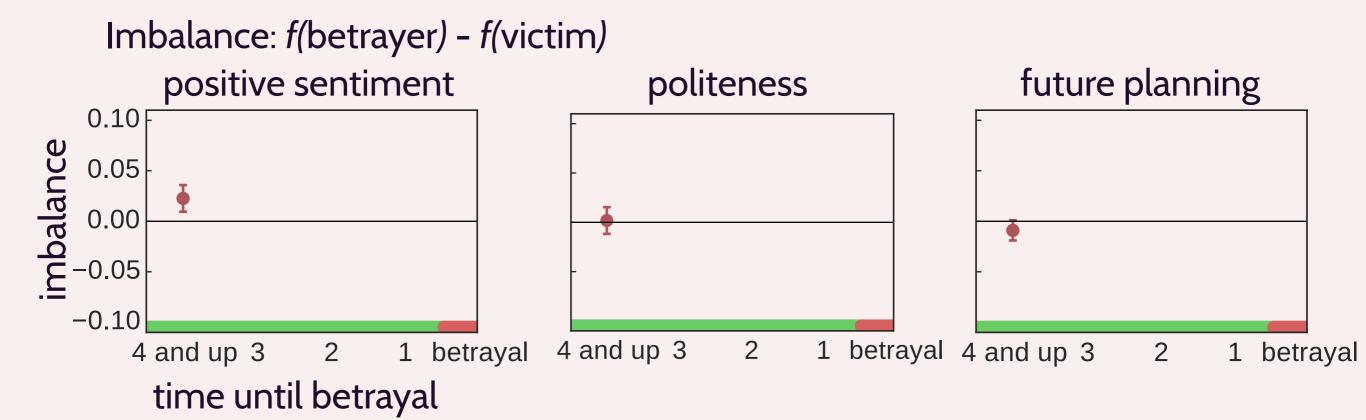
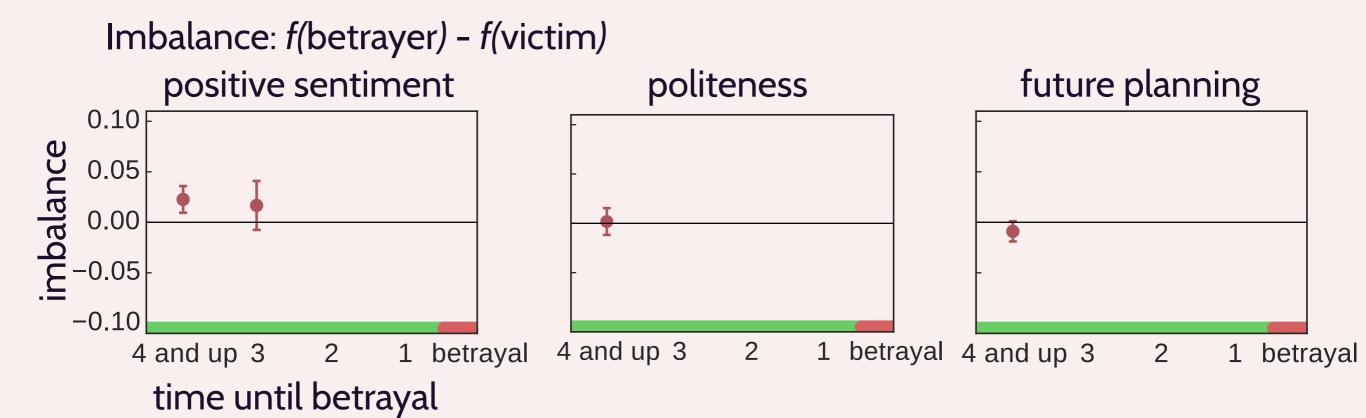
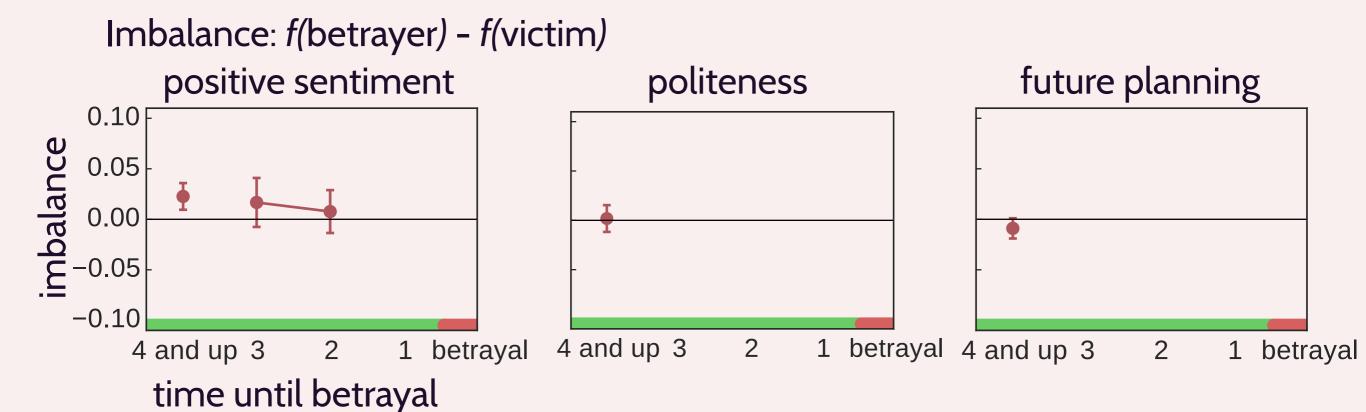
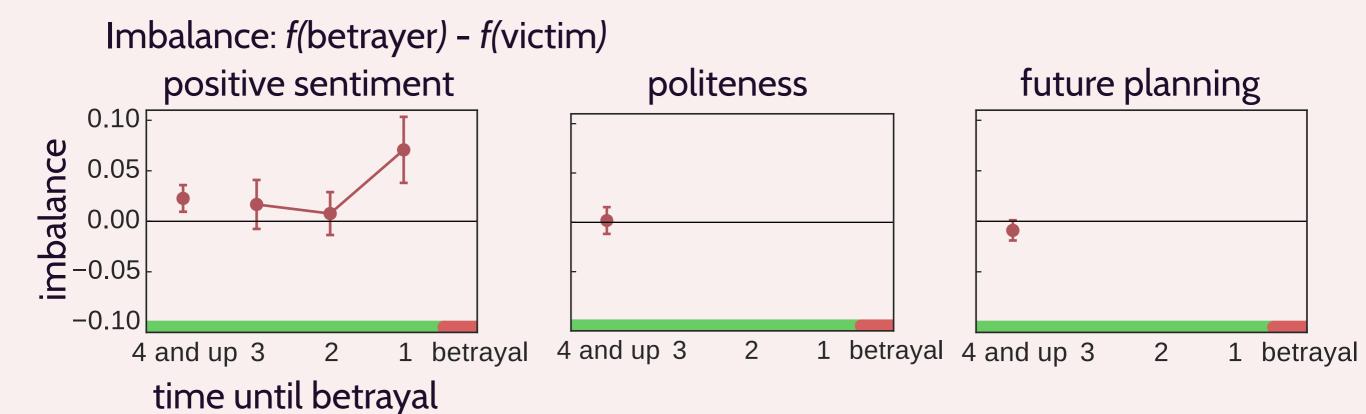
Imbalance: f(betrayer) - f(victim). Looking only at betrayals.

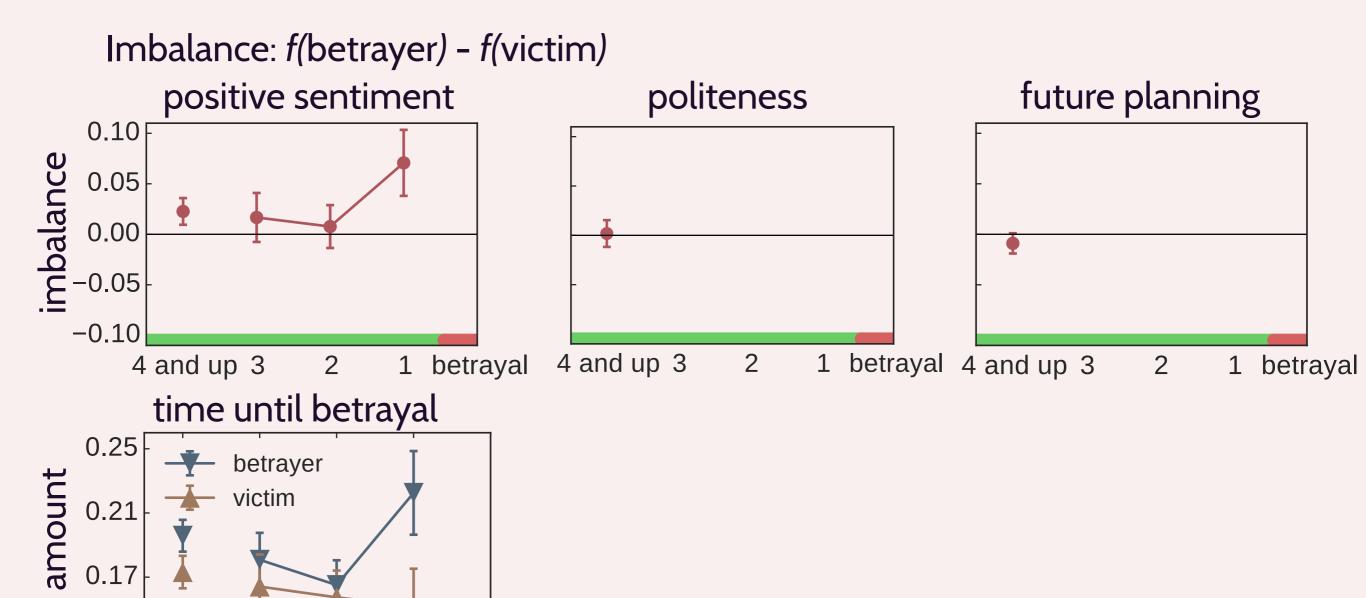






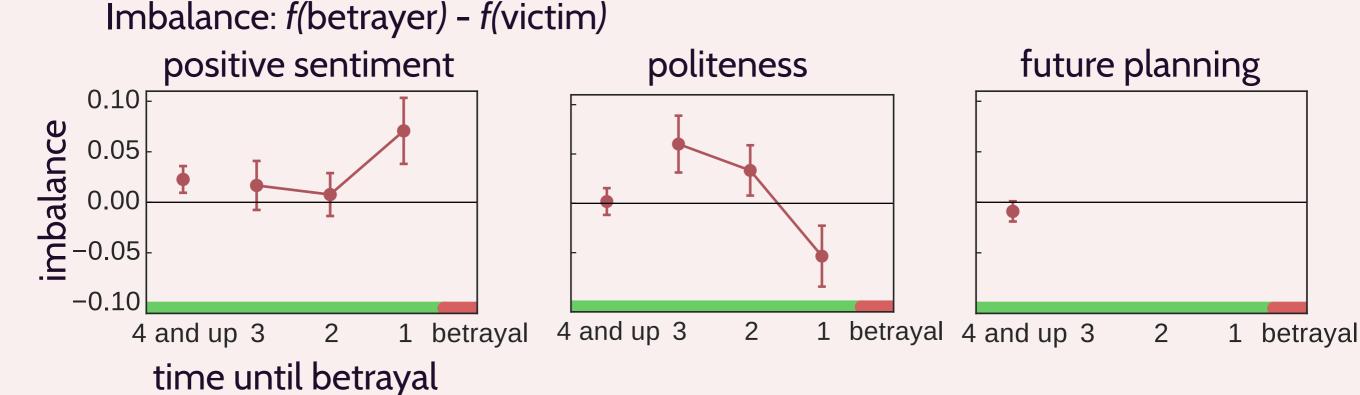


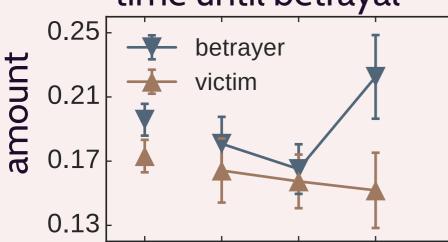


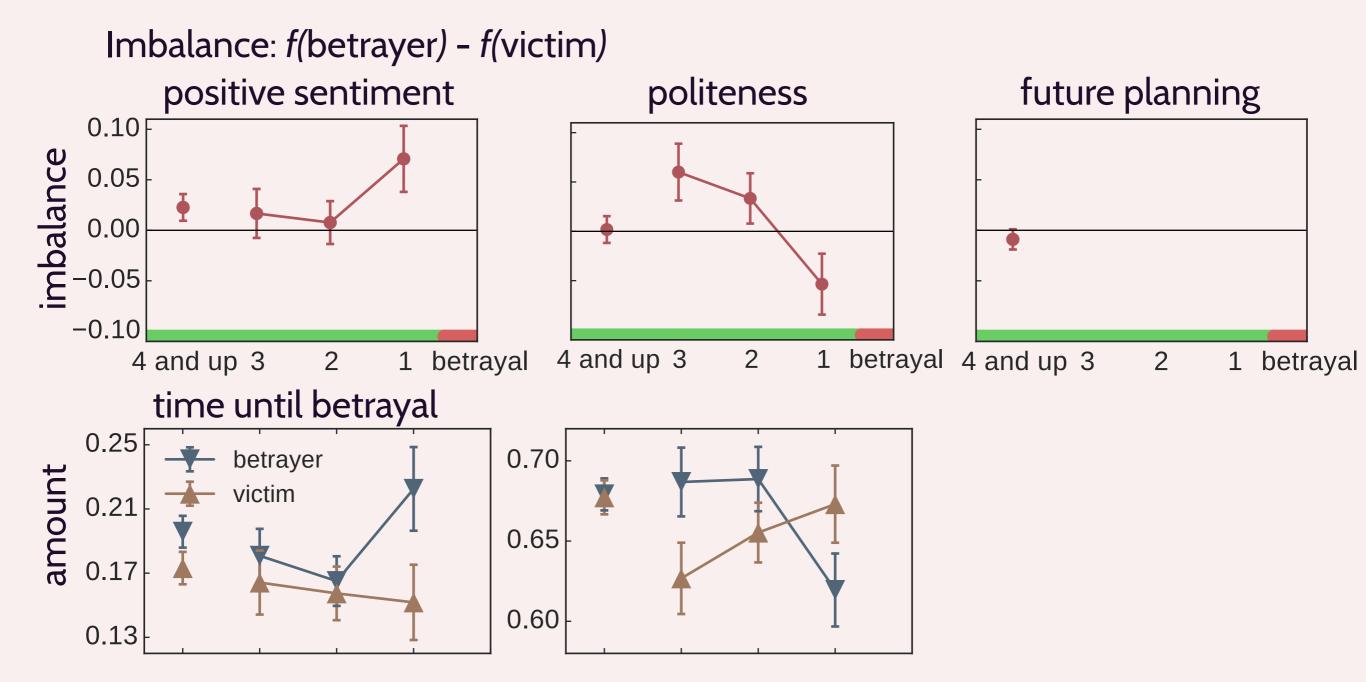


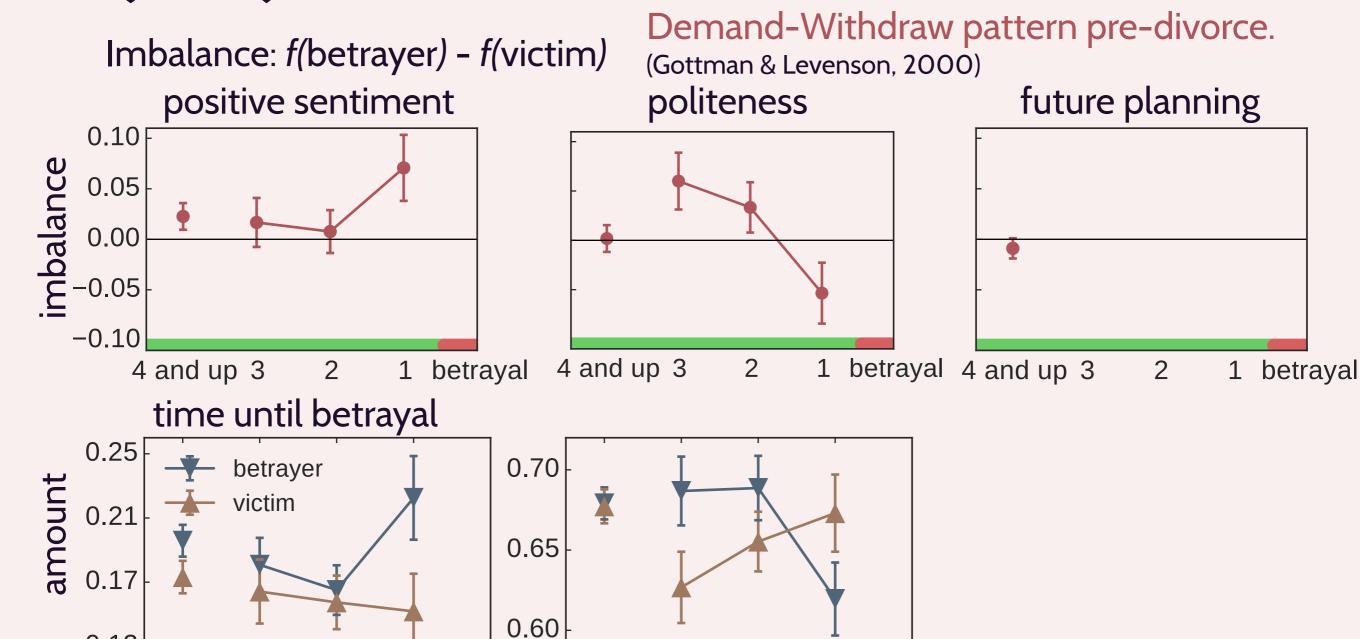
(Error bars show standard error.)

0.13





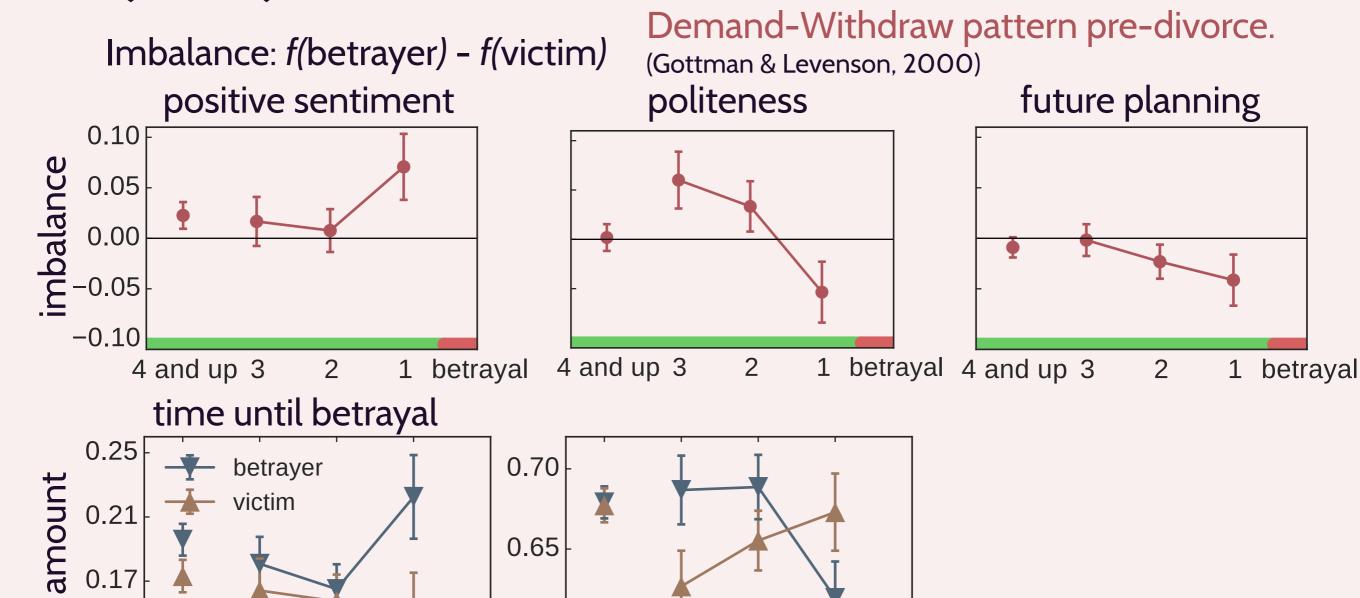




(Error bars show standard error.)

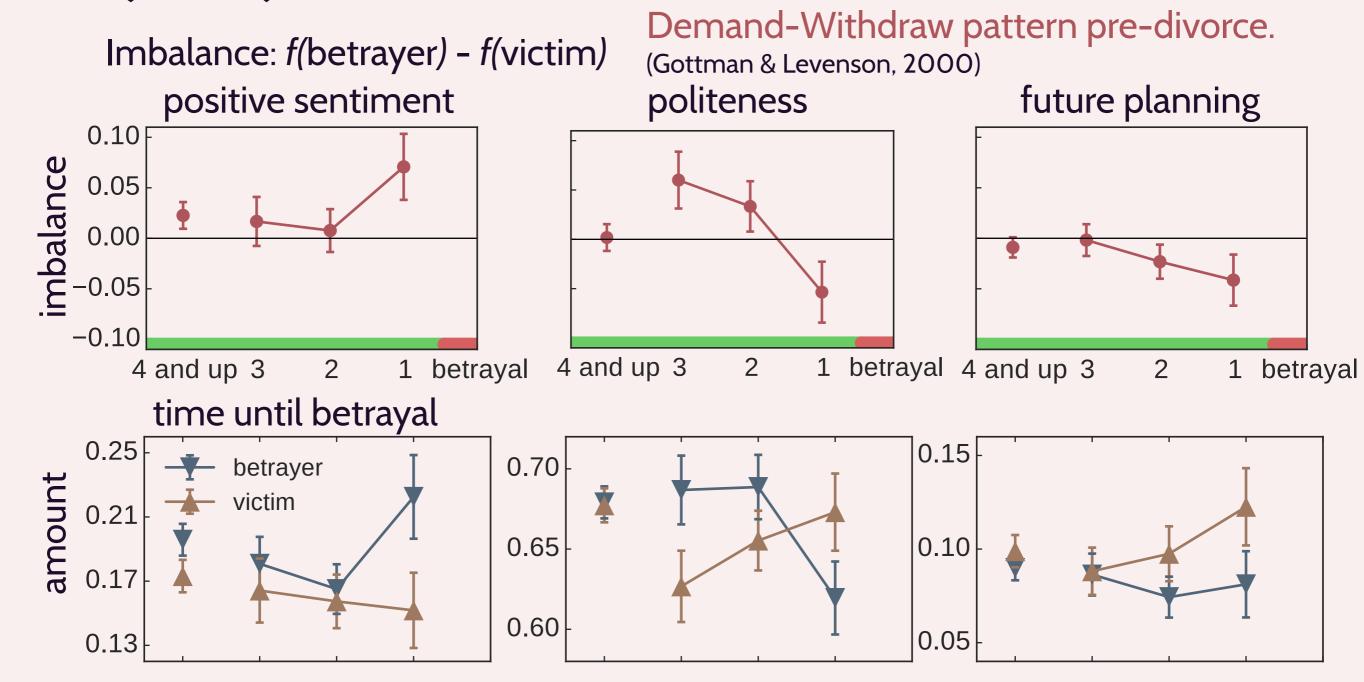
0.13

0.60



(Error bars show standard error.)

0.13



As betrayal draws nearer, balance is broken.

Attributes change at different rates.

Imbalance: f(betrayer) - f(victim)

