## **Supplement 2**

The Implicit Association Test (IAT) rests on the assumption that it is easier to map two concepts onto a single behavioral response (e.g., left key press) when they are closely associated than when they are loosely associated. The two IATs (IAT-Death; IAT-Escape) were completed in counterbalanced order on a Dell laptop computer running Inquisit (Millisecond Software, Seattle, WA). Participants were instructed to classify stimuli appearing at the center of the screen by pressing the "e" key for words belonging to categories on the left of the screen and the "i" key for words belonging to categories on the right. In the IAT-Death, a series of words related to death (suicide, die, dead, deceased, lifeless) or life (alive, live, survive, thrive, breathing) were presented in random order, intermixed with a series of self-relevant (I, Myself, My, Mine, Self) or other-relevant (They, Them, Their, Other, Theirs) words. Category labels ("Death," "Life," "Me," "Not Me") remained in the upper left and right corners of the screen throughout the task (Supplemental Figure 2).

## **Supplemental Figure 2. Schematic of Implicit Association Test** Concept (Death and Life) and attribute (Me and Not Me) labels appear in top Life Death corners of the screen Not Me Me Stimuli to be categorized suicide appear in center of the screen left right Correct behavioral key kev response

Stimuli remained onscreen until the correct response was made. Incorrect classifications resulted in the presentation of a red "X" below the stimulus. In the first critical block (presented in randomized order) the category labels "Death" and "Me" appeared on the same side of the screen and thus required the same key response, while "Life" and "Not Me" appeared on the opposite side. In the second critical block, the category pairings were reversed—"Death" and "Not Me" required the same key press, as did "Life" and "Me." The relative strength of association between self and death was inferred from the speed of responses during these two blocks. A D score was calculated for each participant, where D=[(mean response latency during Death/Me block – mean response latency during Death/Not Me block) ÷ SD of response latency across all trials]. The IAT-Escape followed an identical design with words related to escape (exit, quit, end, leave, depart) and stay (continue, remain, hold on, persist, endure), as well as self-referential and other-referential words (as before), classified under the headings "Escape," "Stay," "Me," and "Not Me."