

Supplementary Table 1: Model of reappraisal context, offer fairness, and stake size on Ultimatum Game offer acceptance among the 4 groups of participants, separating the Punishment context into the Resources and Reputation subtypes. The reference categories were Suicide Attempters (for Group) and the baseline UG block (for Context).

	Predictors	Estimate	Std. Error	z	p
Main effects	Time lag	-0.04	0.07	-0.52	0.606
	Empathy	0.93	0.25	3.71	<0.001
	Reputation	-2.97	0.26	-11.43	<0.001
	Resources	-0.52	0.26	-2.00	0.045
	Fairness	2.17	0.10	22.65	<0.001
	Stake	0.03	0.07	0.45	0.655
	Controls vs. Attempters	0.02	0.54	0.03	0.973
	Depressed vs. Attempters	0.81	0.56	1.46	0.144
	Ideators vs. Attempters	0.48	0.56	0.85	0.395
Group × Within-subject predictors					
Controls vs. Attempters	Empathy	1.01	0.40	2.55	0.011
	Reputation	-0.12	0.41	-0.30	0.762
	Resources	0.67	0.41	1.65	0.1
	Fairness	0.12	0.10	1.21	0.225
	Stake	-0.16	0.08	-1.92	0.055
Depressed vs. Attempters	Empathy	-0.15	0.40	-0.36	0.718
	Reputation	-0.26	0.41	-0.63	0.527
	Resources	0.37	0.42	0.88	0.381
	Fairness	-0.13	0.10	-1.32	0.186
	Stake	-0.07	0.08	-0.79	0.43
Ideators vs. Attempters	Empathy	0.87	0.42	2.10	0.036
	Reputation	-0.58	0.43	-1.37	0.171
	Resources	0.48	0.42	1.13	0.258
	Fairness	0.21	0.11	2.01	0.044
	Stake	-0.10	0.09	-1.12	0.264
Reappraisal × Fairness	Empathy × Fairness	-1.33	0.10	-12.92	<0.001
	Reputation × Fairness	-1.27	0.11	-11.57	<0.001
	Resources × Fairness	-0.90	0.11	-7.94	<0.001
Reappraisal × Stake	Empathy × Stake	0.08	0.08	0.95	0.341
	Reputation × Stake	0.16	0.09	1.73	0.083
	Resources × Stake	0.20	0.10	2.06	0.039
Fairness × Stake	Fairness × Stake	-0.13	0.06	-2.10	0.035
Reappraisal × Fairness × Stake	Empathy × Fairness × Stake	0.15	0.09	1.72	0.086
	Reputation × Fairness × Stake	0.04	0.10	0.43	0.67
	Resources × Fairness × Stake	0.14	0.10	1.32	0.187

Intercept	1.57	0.35	4.44	<0.001
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Note: Terms of *a priori* interest are bolded.