Scenario analysis: effects of a subdued economic recovery over three years

%, as at Q1 2021

Impact on German banks and their lending

Effects of the scenario

Scenario metric

Starting situation
Capital reserves<sup>1</sup> (% of RWAs<sup>2</sup>)

Capital depletion Change in RWAs

**Deleveraging** Change in RWAs

(% of RWAs)

Reduction in lending

Scenario metric

Banks – first-round effect
Banking book at market values

Banking book at book values

Banking book (% of RWAs2)

Trading book (% of RWAs2)

Liabilities (% of own funds)

effects

first-round effect

second-round effect

Deutsche Bundesbank

Insurers – first-round effect Securities portfolio at market values

Securities portfolio (% of own funds)

Securities portfolio at market values -

Net asset value - first-round effect

Securities portfolio at market values -

Net asset value - second-round effect4

1 Capital reserves: CET1 capital from macroprudential buffers and surplus capital. 2 In this context, risk-weighted assets (RWAs) prior to capital depletion. 3 Relative to total loans to non-financial corporations in the respective scenario. 4 Corresponds to the "aggregate vulnerability" metric for the fund sector, i.e. sum of second-round losses of all funds relative to the fund sector's aggregate net asset value before the shock; see D. Fricke and H. Wilke (2020), Connected Funds, Deutsche Bundesbank Discussion Paper No 48/2020 and Deutsche Bundesbank (2019), Financial Stability Review.

Investment funds – first and second-round

Change in CET1 capital (% of RWAs2)

Capital reserves after stress (% of RWAs)

Capital reserves after deleveraging

Increase in market risk

Increase in credit risk, non-financial corporations

Increase in credit risk, residential real estate

Change in lending to non-financial corporations<sup>3</sup>

Detailed results for market risk module for banks, insurers and investment funds

without

use of

buffers

7.3

+5.5

-1.8

-1.3

-0.1

-0.5

5.2

-1.3

5.3

-2.1

-0.3

5.2

-0.5

Changes

-33

-1.0

-04

-0.1

-7.9

-16.1

1.9

-10.4

-9.8

-2.7

-2.5

use of

buffers