

Scenario & Fiction Canvas

Horizon:

Date:

THE TWO AXES			
Critical uncertainty 1 Strongest impact, least predictable outcome. A variable whose trajectory you already know is a trend, not an uncertainty. Outcome A Outcome B		Critical uncertainty 2 Must be independent from the first one. If the two move together, you get two worlds, not four. Outcome C Outcome D	

THE FOUR WORLDS			
World 1 A x C What becomes scarce, what becomes ordinary Who wins, who disappears What we are still worth here THE ARTEFACT — the object that only makes sense in this world		World 2 B x C What becomes scarce, what becomes ordinary Who wins, who disappears What we are still worth here THE ARTEFACT — the object that only makes sense in this world	
World 3 A x D What becomes scarce, what becomes ordinary Who wins, who disappears What we are still worth here THE ARTEFACT — the object that only makes sense in this world		World 4 B x D What becomes scarce, what becomes ordinary Who wins, who disappears What we are still worth here THE ARTEFACT — the object that only makes sense in this world	

THE PORTFOLIO READ			
Holds in all four What stays relevant whichever world arrives. Your resilient core.	Holds in one only What depends on a single world coming true. Your concentrated bet.	Blind spots The world you have no answer for. Name it out loud.	No-regret moves Low-cost options to start now so you stay present in the worlds you did not pick.