

I. DEPARTURE	
<b>Call to Adventure:</b> How does the character receive the call to adventure?	
<b>Refusal of the Call:</b> Does the character accept the call immediately?	
<b>Answering the Call:</b> What motivates the character to accept the call?	
<b>Supernatural Aid:</b> Who or what helps the hero on his journey? Why?	
<b>Guide/Mentor:</b> Is there a specific character that helps the hero understand the life situation or provides the hero with special training?	
<b>Talisman:</b> Is there a particular item that has special significance to the hero?	
<b>Companions:</b> Who is with the hero on his journey? How do these companions help the hero face the challenges?	
<b>Crossing the Threshold:</b> At what point in the story does the hero leave the familiar world and move into a new, unfamiliar world?	
<b>Threshold Guardians:</b> Are there characters that try to prevent the hero from crossing over into the unfamiliar territory or circumstance?	
II: INITIATION	
<b>Road of Trials:</b> What specific challenges does the hero face?	
<b>Brother Battle:</b> Does the hero battle physically or mentally with someone who is a relative or a close friend?	
<b>Meeting the Goddess:</b> Does the hero meet with a character with special beauty and power?	
<b>Abduction:</b> Is the character kidnapped, or is someone close to the hero kidnapped?	

<b>Night or Sea Journey:</b> Where do the hero's travels take him?	
<b>Dragon Battle:</b> Does the hero battle some kind of monster? Does the hero face an inner-demon?	
<b>Ritual Death or Dismemberment:</b> Is the hero injured and thought to be dead? Does the hero mistakenly believe someone close to him is dead? Does the hero suffer an injury in which he loses a limb or use of some other body part?	
<b>Sacred Marriage:</b> Does the hero have a special emotional bond? (It could literally be a marriage with another character.)	
<b>Atonement ("at one with") with or Recognition by the Father:</b> Is the hero reunited with his father in some way?	
<b>Entering the Belly of the Whale:</b> Is there some point in the story where the hero must face his deepest fear or the darkest evil in the story?	
<b>Apotheosis (Deification):</b> Is there a point in the story where the hero is held up as an ideal or where the hero is worshipped as a god?	
<b>Ultimate Boon/Magic Elixir:</b> Does the hero find some special solution to the problem he is attempting to resolve? This might be a magic potion or a key to something.	
<b>III. THE RETURN</b>	
<b>Refusal of the Return:</b> Does the hero initially refuse to return to the homeland or the place that he began the journey?	
<b>Magic Flight/Pursuit:</b> Is there some point (generally toward the end) where the hero is being chased or is otherwise trying to escape something?	

<p><b>Rescue from Without:</b> Is there some point in the story when all seems hopeless, when it looks like the hero is going to die then suddenly he is rescued unexpectedly?</p>	
<p><b>Crossing the Return Threshold:</b> Is there some point where the hero clearly returns "home"?</p>	
<p><b>Master of Two Worlds:</b> Does it appear that the hero has conquered life in both the familiar and unfamiliar worlds?</p>	
<p><b>Freedom to Live:</b> Since the hero typically begins the journey to resolve a problem, does it appear the problem is at last resolved so that all can live freely?</p>	