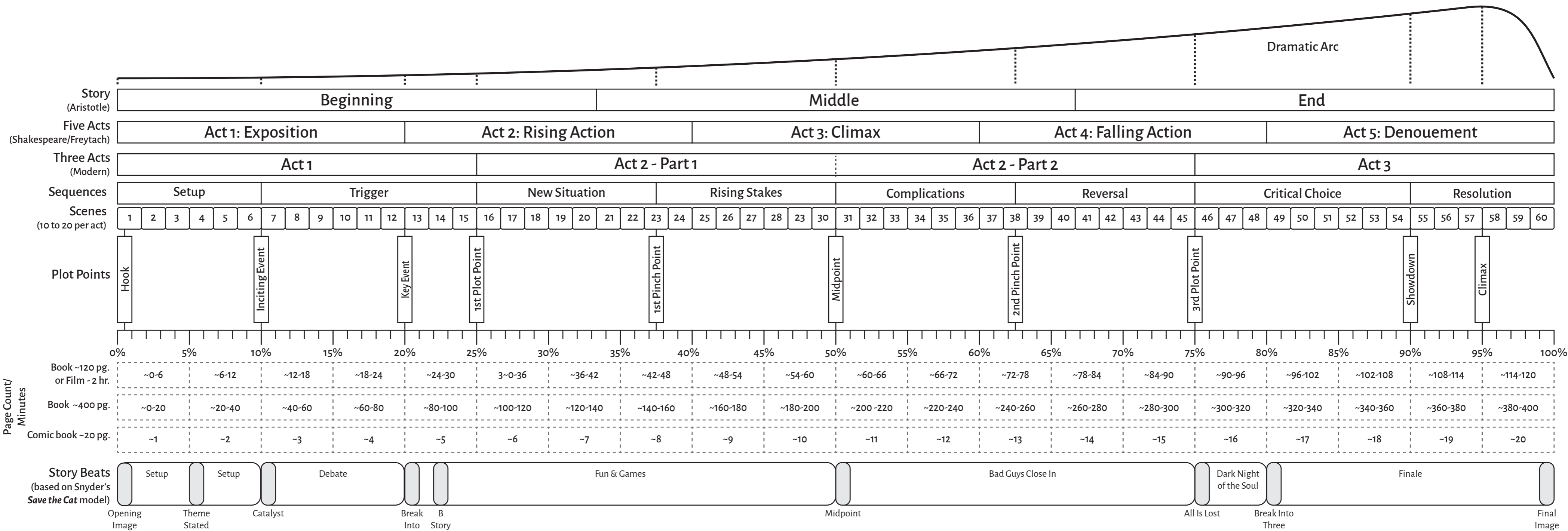


Story Structure, Plot Points & Character Journey Archetypes



Character Journey Archetypes

	Known World					Unknown World										Known World				
Character Arc. (stages of character development)	Stage 1: The protagonist lives in their ordinary life (whatever "ordinary" is that character) and is not aware of the journey that will occur. The reader begins to see the protagonist's backstory, flaws, fears, weaknesses, inner demons, needs, wants, desires, and strengths that make up this character. All of these are revealed slowly, in a way that sets up more and deeper revelations about the character in the following stages of the journey.					Stage 2: The protagonist faces a dramatically new or changed set of problems, challenges, obstacles, and needs that require a response of some sort. Mistakes, character flaws, fears, and other weaknesses, as well as the character's lack of understanding of the opposing forces, make it increasingly difficult for the protagonist to deal with the new circumstances. As the protagonist moves deeper into this unknown world, the dangers increase, threatening what the protagonist values most.					Stage 3: The protagonist begins to understand the nature of the opposing forces and begins to move from being reactive to proactive in responding to attacks by those forces. The protagonist (and the audience) begin to understand how the flaws, fears, weaknesses, inner demons, needs, wants, and desires have hindered the protagonist's development. As these are revealed, the protagonist's strengths are also revealed in the struggle with the antagonist's forces.					Stage 4: The protagonist has changed, usually evolving and growing in a way that enables them to handle whatever the antagonist throws at them. The flaws, fears, weaknesses, inner demons, needs, wants, and desires have been conquered and no longer plague the protagonist, who is now ready to make heroic decisions and perform heroic acts when facing the antagonist.				
Hero's Journey (based on Campbell)	Call to Adventure	Refusal of Call	Supernatural Aid	Crossing the Threshold	Belly of the Whale	Road of Trials		Meeting with Goddess	Woman as Temptress	Atonement with the Father	Apotheosis		The Ultimate Boon	Refusal of the Return	The Magic Flight	Rescue from Without	Crossing Return Threshold	Master of Both Worlds	Freedom to Live	
Heroine's Journey (based on Murdock)	Separation from the Feminine	Identification with the Masculine	Gathering of Allies		Road of Trials			Illusory Boon of Success	Awakening to Feelings of Spiritual Aridity & Death		Initiation & Descent to the Goddess		Yearning to Reconnect with the Feminine	Healing the Mother/Daughter Split		Healing the Wounded Masculine	Integration of Masculine & Feminine			
Outer Journey (based on Vogler)	Ordinary World	Call to Adventure	Refusal of Call	Meeting the Mentor	Allies	Crossing the First Threshold	Road of Trials		Approach to Innermost Cave		The Ordeal		Reward	The Road Back		Resurrection		Return with the Elixir		
Inner Journey (based on Vogler)	Limited Awareness of Problem	Increased Awareness	Fear & Resistance	Overcoming Fear	New Relationships	Commit to Change	Experimenting with New Conditions		Preparing for Major Changes		Big Change with Feeling of Life or Death		Accept Consequences of New Life	New Challenges & Rededication		Final Acceptance & Last Minute Danger		Mastery of New Life		
Feminine Journey (based on Schmidt)	Illusion of the Perfect World	Betrayal & Disillusionment		The Awakening - Preparing for the Journey		The Descent - Passing the Gates of Judgment			The Eye of the Storm			Death - All is Lost		Support		Rebirth - The Moment of Truth		Full Circle - Return to the Perfect World		
Masculine Journey (based on Schmidt)	The Perfect World		Friends & Enemies		The Call		Small Success			Invitations			Trials		Death - A Fork in the Road		Awaken or Rebel		Victory or Failure	