**\_\_\_\_\_\_\_\_\_\_\_\_’s Journey**

**Illusion of the perfect world**

**What the character wants**

**Disturbance**

**Betrayal or Realization**

**The awakening - external goal**

**Chooses to walk through Doorway 1**

**Test 1 - First piece of armor is stripped away**

**Inner goal is revisited**

**\_\_\_\_\_\_\_\_\_\_\_\_’s Journey**

**Homeworld**

**What the character wants**

**Call to adventure**

**Refusal of the Call**

**Supernatural aid**

**The awakening - external goal**

**Chooses to walk through Doorway 1**

**Test 1 - First piece of armor is stripped away**

**Inner goal is revisited**

**Brave step forward**

**Test 2 - a complication**

**Showcase best virtue/worst flaw**

**Test 3 - Midpoint “Radishes for breakfast”**

**Renew the goal/regroup**

**A momentary victory**

**Confident action which leads to…**

**Test 4**

**Chance to go home**

**Brave step forward**

**Test 2 - a complication**

**Showcase best virtue/worst flaw**

**Test 3 - Midpoint “Radishes for breakfast”**

**Renew the goal/regroup**

**A momentary victory**

**Atonement with the father**

**Test 4**

**Whiff of death**

**Test 5**

**Whiff of Death**

**Dark night of the soul**

**Calvary**

**Crazy plan is formed**

**Test 6 - Final battle**

**Final push to victory**

***Denouement***

**Spiritual epiphany - insight into purpose**

**Goal is renewed**

**Crazy plan is formed**

**Test 6 - Final battle**

**Final push to victory**

***Denouement***