**Illusion of the perfect world OR Glimpse of home world:**

**What she/he wants:**

**Disturbance:**

**Call to adventure:**

**Refusal of the call:**

**Betrayal or realization:**

**Supernatural aid:**

**The awakening:**

**Character chooses to accept the invitation:**

**Test 1—the 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 (A glimpse of the character's core):**

**Renew the goal/regroup:**

**A momentary victory:**

**Confident action:**

**Atonement with the father:**

**Test four:**

**Whiff of death:**

**The chance to go home:**

**Test five:**

**Black moment/Dark night of the soul:**

**Calvary:**

**Spiritual epiphany—insight into purpose:**

**Goal is renewed:**

**Crazy plan is formed/carried out:**

**Test six - final battle:**

**Final push to victory:**

***Denoument*:**