

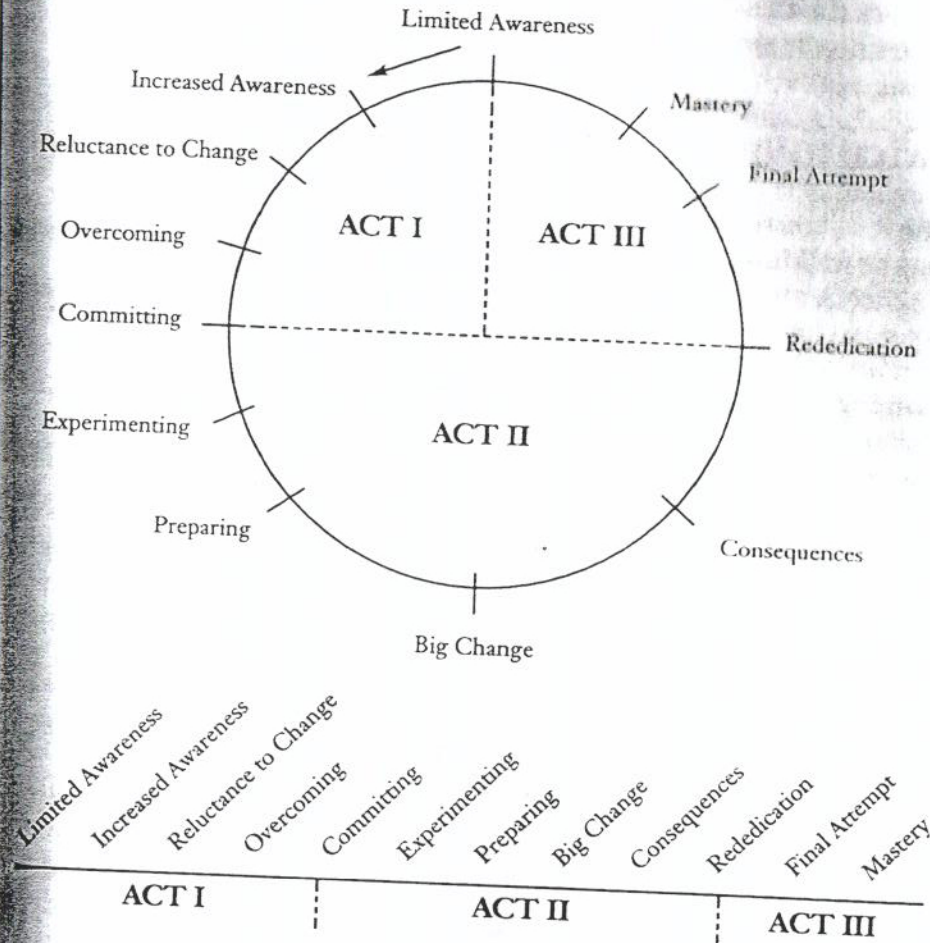
CHARACTER ARC

HERO'S JOURNEY

- | | |
|---|----------------------------|
| 1) limited awareness of a problem | Ordinary World |
| 2) increased awareness | Call to Adventure |
| 3) reluctance to change | Refusal |
| 4) overcoming reluctance | Meeting with the Mentor |
| 5) committing to change | Crossing the Threshold |
| 6) experimenting with first change | Tests, Allies, Enemies |
| 7) preparing for big change | Approach to Inmost Cave |
| 8) attempting big change | Ordeal |
| 9) consequences of the attempt
(improvements and setbacks) | Reward (Seizing the Sword) |
| 10) rededication to change | The Road Back |
| 11) final attempt at big change | Resurrection |
| 12) final mastery of the problem | Return with the Elixir |

The stages of the Hero's Journey are a good guide to the steps needed to create a realistic character arc.

The Character Arc



LAST CHANCE

The Resurrection is the hero's final attempt to make major change in attitude or behavior. A hero may backslide at this point, making those around think he's let them down. Hope for that character is