

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

Night or Sea Journey: Where do the hero's travels take him?	
Dragon Battle: Does the hero battle some kind of monster? Does the hero face an inner-demon?	
Ritual Death or Dismemberment: 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?	
Sacred Marriage: Does the hero have a special emotional bond? (It could literally be a marriage with another character.)	
Atonement ("at one with") with or Recognition by the Father: Is the hero reunited with his father in some way?	
Entering the Belly of the Whale: Is there some point in the story where the hero must face his deepest fear or the darkest evil in the story?	
Apotheosis (Deification): 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?	
Ultimate Boon/Magic Elixir: 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.	
III. THE RETURN	
Refusal of the Return: Does the hero initially refuse to return to the homeland or the place that he began the journey?	
Magic Flight/Pursuit: Is there some point (generally toward the end) where the hero is being chased or is otherwise trying to escape something?	

Rescue from Without: 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?	
Crossing the Return Threshold: Is there some point where the hero clearly returns "home"?	
Master of Two Worlds: Does it appear that the hero has conquered life in both the familiar and unfamiliar worlds?	
Freedom to Live: 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?	