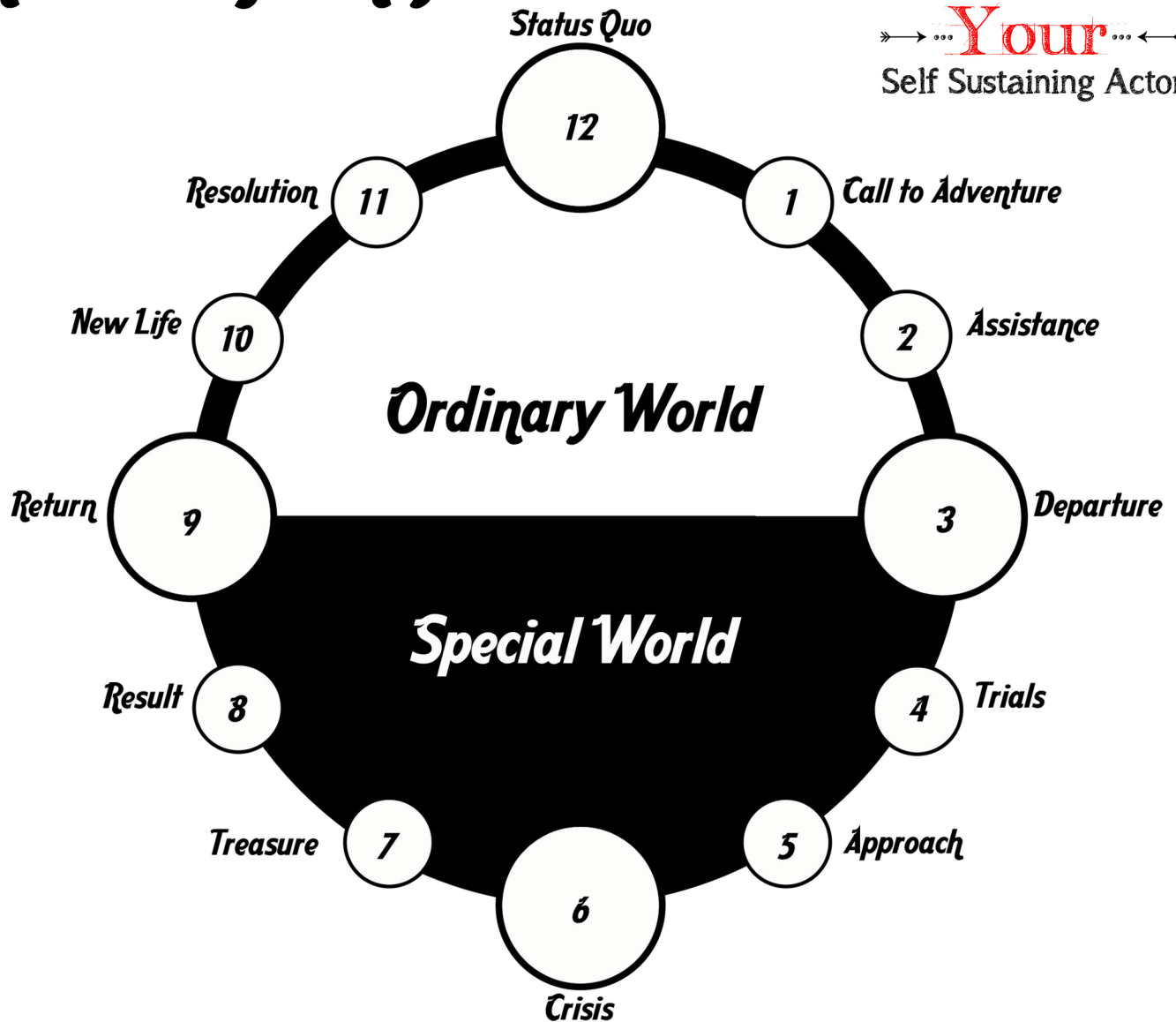


The Heros' Journey

EMPOWER

»...**Your**...«
Self Sustaining Actor



1. Call to Adventure - Challenge, Bet, Invitation
2. Assistance - Older Wiser Guide
3. Departure - Crosses into "Special World", not in Kansas anymore
4. Trials - Solves a riddle, kills a monster, slays a dragon
5. Approach - Face heros worst fear
6. Crisis - Darkest Hour, Faces death, Possibly Dies
7. Treasure - Claims power, reward, earns something
8. Result - Do monsters bow down to them, or chase them out
9. Return - Return to "Ordinary World"
10. New Life - Has out grown old life, must adjust to their old world as their
11. Resolution - Figures out how to live with new self in old world
12. Status Quo - Back to normal, but new normal new life.