

BASIC HERO'S JOURNEY PLOT STRUCTURE

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LOCK	LEAD	Identification, Sympathy, Likeability, Inner conflict
	OBJECTIVE	Why is the LEAD in the story: - To get something - To get away from something Must be crucial to LEAD's well-being.
	CONFRONTATION	The battle between the LEAD and the opposition. Best if Opposition is as strong as or stronger than the LEAD.
	KNOCKOUT	Major questions answered. Lead has triumphed.
THREE-ACT STRUCTURE	ACT I	1) Introduce the Hero's world
		2) "Call to adventure" or disturbance interrupts the hero's world
		3) Hero may ignore the call
		4) Hero crosses the threshold into a dark world
	DOORWAY OF NO RETURN	LEAD IS THRUST INTO MAIN CONFLICT IN A WAY THAT KEEPS HIM THERE.
	ACT II	5) Mentor may teach the hero
		6) Various encounters with forces of darkness
		7) Hero has a dark moment within himself that he must overcome.
		8) A talisman aids in battle.
	DOORWAY OF NO RETURN	SOMETHING MUST HAPPEN TO SET UP THE FINAL CONFRONTATION. (MAJOR CLUE OR INFORMATION. MAJOR SETBACK.)
ACT III	9) The final battle is fought.	
	10) The hero returns to his own world	