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| **Character Archetypes**  **Hero Mentor \_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_**  **\_\_\_\_\_\_ Sidekick Temptress \_\_\_\_\_\_\_\_** | **Jung & Campbell –** developed the idea of \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  **Archetype:** |
| **Stages of the Hero’s Journey**  1**.The Call** - The first stage of the journey is when the hero/main character gets the call or “itch” to do something new.  **The call** is when the hero is either asked to leave the ordinary world and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  something new, or when he realizes that he must do this.  **The Refusal**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_his  mission at first, but he usually accepts it eventually. | **Archetypal Hero Traits:**   * Supernatural Help * Proves Himself on Quest * Journey to Hell/Death and Rebirth * Spiritual Apotheosis * Atonement With Father |
| Hero (summarize here) –  Unusual birth \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  Leaves Family \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  Traumatic Event \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | **Stages of the Hero’s Journey**  **2.The \_\_\_\_\_\_\_\_ or Other**  The other/shadow is his opposite, the flip side of the coin, and is a reminder of what the hero \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.  These two characters are foils for one another: they define each other  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. |
| **Stages of the Hero’s Journey**  **3.\_\_\_\_\_\_\_\_ and Initiation**  The hero must face many challenges in the **sacred world**. His **initiation** into this **sacred world** will cause him to change and grow.  The trials serve as catalysts for inner change and may be steps in his training, preparing him for his eventual confrontation with \_\_\_\_ (to succeed in his main goal).  In some cases, \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_: | **Stages of the Hero’s Journey**  **5. Crossing the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  Hero’s usually have to cross some kind of threshold/barrier when they start the journey. It could be an obvious physical dividing point/marker or may be an internal struggle.  There is usually a Threshold Guardian \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. |
| **Stages of the Hero’s Journey**  **5. Helpers and \_\_\_\_\_\_\_\_\_\_**  Often the hero will have a guide or an older, wiser, person to give him advice on the journey.  This **mentor** may be a teacher, spirit, god, shaman, wizard, or \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.  The **mentor** may give the hero a gift, and at some point the **hero** must be separated from the **mentor.**  The **hero** must also \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ himself.  For example, (copy one, or write your own) | **Stages of the Hero’s Journey**  **6. The Treasure and Return**  The **treasure** is whatever the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  is seeking. It can take a wide variety of forms and may not even be a tangible object.  The hero will probably have to pass through another major \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ in order to find the treasure. |
| **Stages of the Hero’s Journey**  **7. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  The hero MUST change during the course of his journey.  The change is usually gradual and is a natural occurrence given all he goes through. Sometimes the change is very dramatic and the hero will \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  The real victory comes when he learns about humanity and has true \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. | **Stages of the Hero’s Journey**  **\*\*8. \_\_\_\_\_\_\_\_\_\_ with the Father (\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_)**  Hero descends into a hell-like area (land of the dead?). His return is like returning from the dead. Symbolically goes where normal humans can’t and finds truth about self.  The hero may just die \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. |
| **Stages of the Hero’s Journey**  9. Spiritual \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  Hero is rewarded spiritually at the end of his life  and he has a better understanding of the world and has a sense of fulfillment and peace. | **Stages of the Hero’s Journey**  **10. Atonement with the Father (not in all stories)** |