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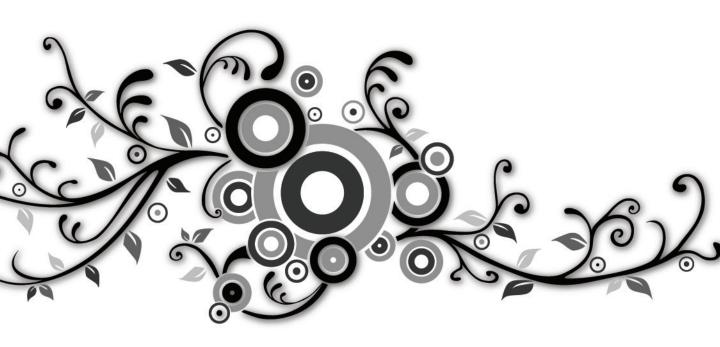
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ISBN: 978-1-948754-34-7



A WRITER'S NOTEBOOK FOR PLOTTING THE HERO'S JOURNEY SELFISHLY





Stories aren't just about heroes and villains and beautiful new and fascinating worlds.

They're about change.

What was the world like before your hero entered it? How did they change it? What struggles did they endure in order to make the world a better place?

For every problem, there is a solution. And when those two meet, you get a story.

Story changes every reader, but first it must change the writer. So think about what makes your story yours, and hold onto that. What ideas are you putting into the world? How has this story changed you?

There are innumerable stories to tell. We decided to narrow this book down to the most common story structure out there: the hero's journey. Of course, if your book is different and you're using a more obscure structure, this might help in keeping track of your chronological details as you lay them out. Not every detail slot has to be filled out. Not every character has to be included.

It's your story; you write how you want to.

If you're a pantser, this may be helpful in keeping track of your ideas when you're not writing. If you're a plotter, filling this book out before you start will help you make sure you always have a direction to write. Either way, staying consistent and having notes about what happens in the story will help you keep consistent as you write and have an invaluable resource when you edit.

Keep this notebook on you to help you write the story only you can tell.



In the first act, you get your hero up a tree. In the second act, you throw rocks at him. For the third act, you let him down.





2 | A Writer's Notebook for PLOTTING THE HERO'S JOURNEY Selfishly THE PROBLEM THE SOLUTION

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The Hero's	EXTERNAL ST	TRUGGLE		

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Additional Notes		

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10 | A Writer's Notebook for PLOTTING THE HERO'S JOURNEY Selfishly The Secret Ingredient THE ROMANTIC INTEREST

The Society			
The Greek Chorus			

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The Departure		
Ordinary world		
Call to adventure		

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UPERNATUR	al aid/Meet	ΓING THE M	IENTOR	 	

8 A Writer's Notebook for DESIGNING THE MAIN CHARACTER Selfishly	
Crossing the first threshold	
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	20 A Writer's Notebook for DESIGNING THE MAIN CHARACTER Selfishly
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	Atonement with the father/abyss
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The Return		
Refusal of the return		
The magic flight		

Rescue fro	M WITHOUT			
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CROSSING II	HE RETURN I	HRESHOLD		

24 A Writer's Notebook for DESIGNING THE MAIN CHARACTER Selfishly
Master of the two worlds
Freedom to live

Additional Notes	

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28 A Writer's Notebook for DESIGNING THE MAIN CHARACTER Selfishly		
Target word count (at the end of act i):	-	
Introduce hero's lie and flaw		
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Inciting action		
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30 A Writer's Notebook for DESIGNING THE MAIN CHARACTER Selfishly
Journey begins
First trial/failure

Other Details in Act I Introduce the other characters The secret ingredient

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Additional Notes		

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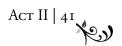
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Second trial/failure	t .		
Travel			

VILLAIN VICTORY ELSEWHERE
Loss of society

Third trial/failure		
Loss of the mentor	 	

40 A Writer's Notebook for DESIGNING THE MAIN CHARACTER Selfishly
Confronting the villain



Other Details in Act II New footholds established FOOTHOLDS PAID OFF

$42\mid$ A Writer's Notebook for DESIGNING THE MAIN CHARACTER Selfishly Additional Notes

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46 A Writer's Notebook for DESIGNING THE MAIN CHARACTER Selfishly
Target word count (at the end of act iii):
Darkest hour
Return to the beginning (the lie)

Secret ingredient	
New home	

48 A Writer's Notebook for DESIGNING THE MAIN CHARACTER Selfishly
Confront the villain
The victory

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OTHER DETAILS IN ACT III	
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ADDITION	ial Notes				
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