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Ultimate Clarity

What are you writing?

- One major topic per book or speech
- One "Mighty Message" One book, one topic
- For a book, two or three threads of story is delicious!

Don't be afraid to tell an EPIC STORY.

- It's how humans learn
- Make it real and raw and authentic
- Show your inner battles and outer battles...and how the twain must meet!



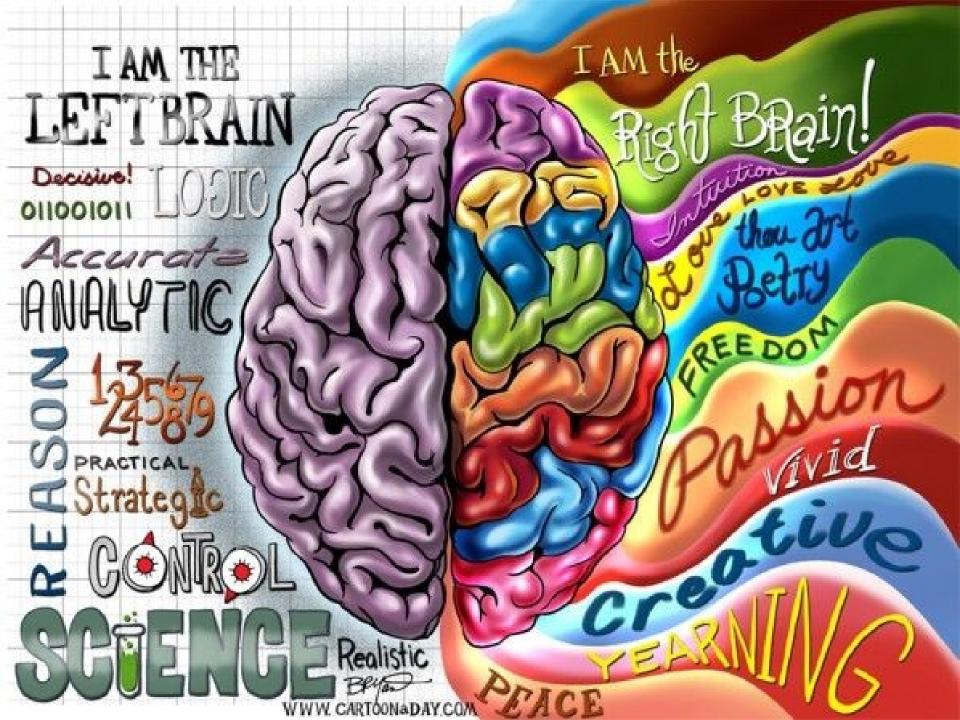
Altimate Clarity

- Why are you writing?
 - Your Ikigai

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TOOL #1 Chronological Timeline

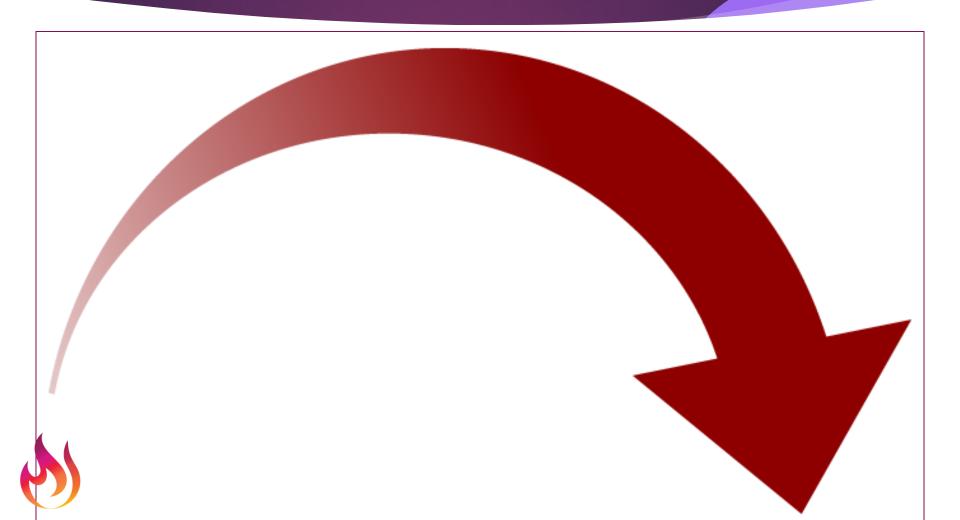
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TOOL #2 Conflict Character Arc



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Conflict Character Ale



The Goal: Every main character has a goal. It might be to fall in love. Or it might be to make as much money as possible. Either way, their journey will be hindered by...



The Lie: A deeply rooted misconception they have about themselves or the world that keeps them from reaching their true potential.



The Massive
Conflict(s), created
from the lie,
overcoming and
learning...



The Truth: While the character may have their own plans, the positive change arc has its own goal: self-improvement. This is achieved when they learn to reject The Lie and embrace The Truth.



TOOL #3 The Three-Act Play

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ACT ONE	ACT TWO	ACT THREE
 Think hook! Fascinating, gripping, astonishing action. Let the readers fall in love with protagonist (or you) 	 The Gripping Problem has gotten worse or dangerous. You are now trying to solve the complicated problem. Your adversaries (or obstacles) must be in motion against 	 Here you resolve the problem, wield the sword, and slay
 Decide your Inciting Incident Weave the protagonist with other main characters What is my GRIPPING PROBLEM that must be solved? What is the Inciting Incident that created the problem? 	you in this act. • AT the end of this act is the Dark Night of the Soul, or the destruction of your protagonist's plan (or your plan). This is your low, low, low point. The dragon has you in its teeth.	the dragon (defeat the antagonist) • You come back to the 'ordinary' world, but this time you have gifts to share. What are those gifts and how do they show up?





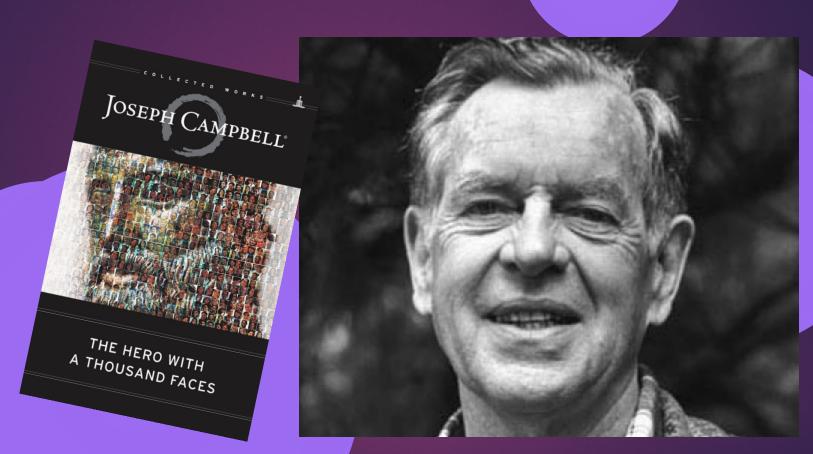








THE HERO'S JOURNEY



Believe in the Power of Your Story to Change the World.







The Hero's Journey for Storytellers...

- ▶Step 1: Life in The Ordinary World
- ▶Step 2: The Call to Adventure
- ▶Step 3: Refusal of the Call
- ▶Step 4: Meeting with the Goddess or the Mentor
- ▶Step 5: Crossing the First Threshold
- ▶Step 6: Tests, Enemies and Allies
- ▶Step 7: Approach the Inmost Cave/Dragon's Lair
- ▶Step 8: Ordeal, Descent, Final Push, The Sprint
- ▶Step 9: Seizing the Sword (Treasure/Reward)
- ▶Step 10: The Road Back Home
- ▶Step 11: Resurrection, Apotheosis, Renewal
- ▶Step 12: Return with the Elixir of Life





1. Life in the Ordinary World



1. Ordinary World

This is your ordinary, everyday life. You explore looking at life through your own eyes, in your own beliefs, seeing home for what it has been for you about which the reader has no idea.







2. The Call to Adventure

2. Call to Adventure

Although
you've been
living your story,
this true, heroic
adventure
doesn't truly
begin until you
receive the
Call to
Adventure.

AKA: Call to the Quest

Or The Inciting Incident





3. Refusal of the Call





Goddess or the Mentor





5. Cross the First Threshhold





6. Tests, Enemies & Allies





7. Approach the Inmost Cave

7. Approach to The Inmost Cave

AKA:

Approaching the Dragon's Lair

AKA:

The Dark Night of the Soul

This step cannot be overstated. One the journey of ups and downs, twists and turns, the Approach to the Inmost Cave is one that is most vital.

This stage often represents the inner battle. This is when you must face your deepest, darkest secrets, shadows and fears within yourself.







8. Ordeal, Descent, Final Push, The Sprint

8. Ordeal, Descent, Final Push, The Sprint

AKA: The Belly of the Whale



This step most often describes the sinister and intense outer battle. In this context, you might face a dangerous physical test—or an even greater test than you thought possible which comes up against everything you learned about yourself in the dragon's lair.

When you are the Hero, you must envision both the big outer and inner battle where you fight for your very life or soul—or both.



9. Seizing the Sword (Treasure, Reward)

8. Seizing the Sword, the Treasure or the Reward



Now that you have defeated the enemy, survived death and finally overcome your greatest personal challenge, you, the Hero emerges from battle a stronger person—and often with a 'prize' of sorts. This is your Reward, your treasure, often symbolic of the plethora of great wisdom you've earned along the way..



10. The Road Back Home





11. Resurrection, Apotheosis, Renewal





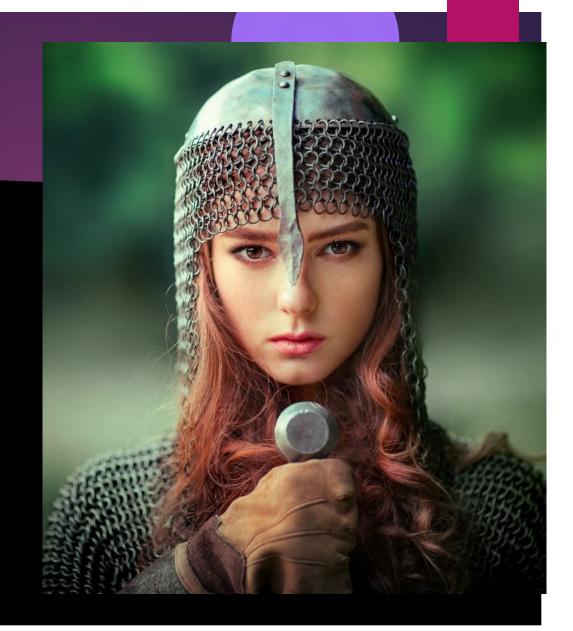
12. Return With the Elixir of Life



Return with the Elixir of Life, cont'd

- ► Here's where the final transformation is complete.
- ➤ You've transformed because you have won both your inner and outer battles. You've arrived home, but you will forever remain the Hero...

...at least until your next Hero's Journey.



YourInspiredStory

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EXERCISE #2: Ask yourself: What honest feeling

As yoursell:
What honest feelings do I have about this person or situation?



Discover Your HERO's Journey















PERFECT FOR YOU IF:

- You thrive in a collaborative environment.
- You feel motivated by the support of others.
- You need to accelerate your learning curve.

Where will your writer's journey take you next!

ALL-INCLUSIVE 3.5 DAY & 3 NIGHT RETREAT EXPERIENTIAL LEARNING | EXCLUSIVE BONUSES

YES, PLEASE!

