<table>
<thead>
<tr>
<th><strong>Explanation</strong></th>
<th><strong>Randle Patrick McMurphy</strong></th>
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| **The Ordinary World** | This is the world of the hero before the adventure begins.  
Where does the hero start from? |
| **The Call to Adventure** | This is the point where the hero feels a need for adventure or is given a mission from an authority figure.  
How does the adventure begin? |
| **Refusal of the Call** | This is a time when the hero may at first reject the call or resist the adventure.  
When does the hero resist the call or refuse? |
| **Mentor (Wise Old Man or Woman)** | These are the people, gods, or creatures who assist the hero in the mission.  
Who assists the hero? |
| **Crossing the Threshold** | This is the first step in the mission when the hero accepts his/her call.  
What is the first step of the journey? |
| **Tests, Allies, Enemies** | These are the obstacles and villains in the way of the hero's goal or the people who are needed to help along the way.  
Who helps or harms the hero on the way? Whose help is needed to defeat them? |