

DebateForge — Concept Poster

Print this and pin it up — an at-a-glance map of the DebateForge cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
Build	Case-construction — claim + warrant + evidence as architecture; what does your case REQUIRE to stand?
Weigh	Evidence-evaluation — sources have positions, evidence has limits; credibility-as-calibration (shared design language with TruthQuest Weigh — cross-app continuity)
Steel	Steelmanning the opposing view — strongest version of what they would say IF you let them; visibly holds up opposing-view-card with two hands
Reply	Civil-rebuttal-not-rebuke — 'I disagree because' not 'you're wrong because'; address the ARGUMENT not the PERSON
Yield	Changing-your-mind-in-light-of-evidence-as-strength — concession is craft + intellectual courage; visibly carries 'updated' badge (shared design language with TruthQuest Update — cross-app continuity)
Crib	Signposting — say the shape of your argument out loud so a listener can follow: first, second, therefore
Nail	Defining terms — pin down the key word before you argue, or you argue past each other
Nub	Impact — when both sides have true points, weigh which one actually decides it
Owe	Burden of proof — whoever makes the claim owes the reason; 'prove it isn't' is not an argument
Prod	Cross-examination — the one good question that finds the gap in a case

Key ideas at a glance

The big concepts this cast helps you master:

- Introduction to Debate

- Building Arguments
 - Logical Reasoning
 - Research & Evidence
 - Logical Fallacies
 - Rebuttal Techniques
 - Persuasive Speaking
 - Advanced Debate Formats
 - Formal Debate Structures
 - Advanced Argumentation
 - Public Speaking & Delivery
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