

JestForge — Concept Poster

Print this and pin it up — an at-a-glance map of the JestForge 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
Plant	Joke structure — plant-the-seed-in-the-setup / harvest-the-laugh architecture
Pause	Comedic timing — the-laugh-lives-in-the-space patient-restraint discipline
Bend	Wordplay + puns — semantic-twist + double-meaning (groans are the laugh you didn't expect)
Gauge	Audience awareness — read-the-room-before-you-joke; same-you-different-gauge framing
Trove	Cross-cultural humor — honor-the-tradition-don't-claim-it elder-keeper of comedy-traditions-as-equals
Aloft	Punching up, not down (comedy aimed at the powerful, never the vulnerable)
Balloon	Exaggeration (blowing one true detail up until it's funny)
Glean	Observational humour (finding the funny in everyday things everyone notices)
Thrice	The rule of three (two beats set a pattern, the third breaks it)
Zag	Misdirection (leading the audience one way, then cutting the other)

Key ideas at a glance

The big concepts this cast helps you master:

- what_makes_things_funny
- puns_and_wordplay
- riddles_brain_teasers
- joke_structure_timing

- funny_stories_anecdotes
 - satire_and_parody
 - Comedy Across Cultures
 - Writing and Performing Comedy
 - Comedy & Humor
 - What Makes Things Funny
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