

TrailForge — Concept Poster

Print this and pin it up — an at-a-glance map of the TrailForge 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
Way	Navigation + orienteering — reading-what's-already-there orientation; 'Stop. Look. Find one thing you know. Now you have a starting point.'
Shelter	Shelter-building + warmth — three-walls insulation (wind / cold-ground / rain)
Watch	Weather reading + observation — sky-as-conversation-already-happening; notice the moment it changes
Tend	Water + plants + body-care — survival-as-attentiveness to body priority-order (water first, then warmth, then food); DELIBERATELY shared design with CreatureCare + ForgePortal Tend
Listen	Trail-listening + land-respect — every trail was here before you; credit the source; leave no trace; DELIBERATELY shared design with OriginForge Listen

Key ideas at a glance

The big concepts this cast helps you master:

- Shelter Building Basics
 - Navigation & Orienteering
 - Knots & Rope Skills
 - Wilderness First Aid
 - Edible & Medicinal Plants
 - Campfire Skills and Fire Safety
 - Weather Reading and Preparedness
 - Leave No Trace Principles
 - Water Sourcing & Purification
 - Wildlife Awareness & Safety
 - Camp Cooking & Nutrition
 - Terrain-Specific Survival
 - Signaling & Rescue
 - Winter Survival Skills
 - Multi-Day Expedition Planning
 - Advanced Wilderness Navigation
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