

WANDER

Wander is, by default, free spirited, easily excited, up beat, happy and optimistic. He is prone to switching gears on a dime, going from laid back and mellow to sudden loud, fast-talking outbursts of realization. This spiritedness should have a sincere childlike enthusiasm and innocence to it; he should never feel false, phony or insincere. It's important to avoid casting someone that just does a "crazy cartoon" voice. There should be a warmth and sweetness amidst his manic lunacy.



WANDER SIDES

1. WANDER

Friendly/spazzy: *WOW! WHAT A NEAT LITTLE TOWN! They got a castle and everything! Is that where the king lives? I never met a king before, I bet he's nice, he's gotta be with a town so nice!*

2. WANDER

Friendly/sympathetic: *Aww what's wrong little fella, why ya' all down in the dumps? Well your pal Wander's got just the cure for that right here in my hat---- OH, OH what's this?! WELL IT'S A GREAT BIG HUG!*

3. WANDER

Laid back: *Aaaaaah! This is the life, Sylvia. The sound of the wind through the trees, the warmth of the two suns on your back and your best buddy by your side-- -- or in my case, under your butt.*

4. WANDER

Righteous: *WAIT A CORNFORSAKEN MINUTE! THIS SO AIN'T RIGHT, IT'S DOWNRIGHT WRONG!!*

5. WANDER

Laughing: *Ha ha ha ha ha ha!!!*