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Afro samurai wiki characters

Afro Samurai, often simply called **Afro**アフロ, is the protagonist of *Afro Samurai* in its various media. His life is summed up in a quest for revenge for the death of his father Rokutaro, the former bearer of the number one belt. Afro is a talented swordsman and a cold-blooded killer, but he is otherwise shown as a person of stoic attitude, of few words, smoker and who likes to drink lemonades. History of Afro Samurai (Animé) Main article Afro Samurai (Animé). As a young boy Afro he showed off his father's death when he was beheaded by Justice, who was trying to get the number one belt. Justice lamented the loss of the child and understood that Afro would grow up full of hatred towards him, but still lets him live and leaves laughing with his belt. Meanwhile, Afro is plunged into deep pain and grief, so sees his father's head and Number Two's Belt so he can escape Mount Shumi. During his pointless journey, he was attacked by a group of bandits who easily stole his belt and attacked him, leaving him dying. A long time later by Otsuru and then by Jinno, is taken to the Master's dojo, where he was welcomed as yet another of the orphans who lived there. Afro learned to share with others and discovered his taste for lemonade while training in the art of combat. However, the punishment for his father's death got him at every turn, and at such a young age he began looking for the holder of the number two belt. It was at this time that Afro began to murder and demonstrate his innate talent with the sword, but eventually his intentions would be discovered by his Master. The Master punishes him by warning him that refraining from his attempts, since being number two is a life full of violence, and the cycle must end at once. It quickly became common place for Afro to participate in fights against murderers and thugs during his personal quest, and on several occasions both Jinno and his other dojo comrades helped him get out of the problem alive. And many times Jinno tried to advise Afro to give up his revenge. Over time, as a young adult, Afro discovers that his Master is number two and decides to confirm it with himself at the graduation ceremony. The champion then agrees to meet him near the dojo to face a death battle for the belt of number two. When both met on the spot, the Master warned him of the reality of wearing the belt and the difficult lifestyle he will have to accept. In that moment, they are interrupted by Jinno and the others who desperately do their best to avoid the fight. Shortly afterwards, several who were also looking for number two to take over the belt. The master overtakes everyone and orders Jinno to bring all the students to safety. He approaches Afro to demonstrate the violence that will coexist with him if he continues his search for Cinto. The Master initiates the attack on his enemies, in the light of the powerless gaze of Jinnos and the rest of the students. They all come to help the Master, while Afro is limited only to being a quiet and motionless witness. Several students were killed, including Otsuru, who lay unwell and bleeding, while Jinno remained dying. Afro intervenes at the last minute and manages to prevent Jinno from being murdered on the spot. But the Champion still stands and returns with Afro to challenge him in a final duel, but the Master lets himself get the final lunge to ensure that only Afro gets the Number Two Belt [4]. After witnessing the death of his Master, Jinno barely rises and blames Afro for the loss of his with disciples. Otsurus, and the presumed death of the Master. Jinno accidentally falls off a deep cliff. In the moment of helplessness for Afro is shown Ninja Ninja, who would then become his inseparable imaginary friend. Afro manages to get Afro to calm down, but despite warnings, Afro ultimately decides to become the new Number Two. By the time Afro reached adulthood, he had already become known as an invincible swordsman, all of whom wanted to defeat, either by commission, vengeance or by achieving the number two belt. At all times, however, it is closely followed and observed by members of the Seven Empty Klan in order to obtain data on their combat technique. Afro's path takes him to a bar, and to everyone's surprise he comes straight into the meson to earn himself a lemonade. References See your damn mouth ... - Afro Afroサムフ is the main character of the Afro Samurai series. Afro is an incredibly talented swordsman whose father was beheaded before his own eyes as a child. This traumatic experience caused an innocent little boy to have a mind confused with revenge, and with it, Afro grew into a cold-blooded killer, willing to kill someone in his pursuit of number one. At number two, Afro has killed many in defense and revenge for the ultimate goal of avenging his father. Content [show] AppearanceEdit Afro's attire consists of number two headbands, a white Japanese folding shirt, dark brown baggy pants with heavily frayed hems at the ankles, a pair of Japanese geta (a type of Japanese clog or wooden sandal) and his sword, went to him when father hisku Rotaro died. Afro is a pretty quiet, stern, and serious person, though, at times, seems outside. He rarely ever smiles or laughs, despite being depicted smiling and laughing throughout his childhood and teenage years. In numerous flashbacks during his childhood, Afro is seen smiling and laughing with his friends. But as a result of the death of his father at justice hand, and the death of most of his friends and master, Afro became a silent and cold-blooded murderer. He has no qualms about killing anyone and everyone on his way, that his only goal is to move on. Afro often gets annoyed by Ninja Ninja, which, unlike him, is talkative and humorous. This causes Afro to often tell him to shut up or leave. Afro will even threaten Ninja Ninja if he annoys him enough. Despite Afro's personality, which has labeled him a monster of public opinion, he is seen to have some kind of kindness in him. This can be shown by his hesitation in the fight against his old friend Jinno and holding the comb that Otsuru gave him. He also deeply loves his father, whom he refused to fight until the end of Afro Samurai: Resurrection. Afro understands what it means to wear one of the headbands of power and live his life for the one purpose of finding his father's killer. His only companion and friend left alive is Ninja Ninja. In manga, he is much more ruthless, even using a crippled young woman (who is the younger brother he just killed) as a human shield. He also kills O-Sachi and a bunch of people who try to get revenge for her before burning down her church. HistoryEdit Younger yearsEdiger When Afro was young, his father, Rokutaro, was challenged by number 2, Justice. In the battle that followed Afro's father was beheaded before his eyes, his still-living head thrown in front of him as Justice removed the Number 1 Headband. He told afro that he was sorry that he had to see his father's death and that Afro would be filled with hatred for him. He told Afro to challenge him when he was ready to duel a God before walking away cackling. Afro took his Father's headband and Number 2 headband from Mt. Shumi and lived on the edge before he was assaulted by bandits who easily overpowered him and took the Number 2 headband for himself, leaving him to die. He was rescued by sword master and Jinno, who then raised him in the Sword Master dojo for orphans, where he was to be trained as a swordsman. During Afro's time at dojo he killed numerous lowlifes in an attempt to learn the location of the stolen Number 2 Headband before learning his Sword Master was number 2. He questioned his Master about the case and met him during a bodhi tree for a duel, but the duel was interrupted by the arrival of the students and a huge mob of thugs and scammers seeking number 2 headbands. In the ensuing battle, sword master tried to show Afro the terrible price of being Number 2, but in the end he is killed by Afro, who has flashbacks to the scene of his fathers death, which makes him angry enough to do the deed. Afro, Jinno, and Otsuru are the only students at the dojo who survive right after the battle Ninja Ninja appears and tries to comfort Afro and acts as his way dog/herald/companion after him until he reaches Kuma years later. Afro SamuraiEdit Afro begins his journey to take revenge for justice and makes his way to Mt. Shumi in the form of Low Down East, while they must deal with those seeking number 2 headbands including a large number of thugs, The Empty Seven and their assassins, hired or otherwise built, such as Afro Droid and Machine Ninja, as well as his chidhood friend Jinno, who had been turned into Cy Kuborgma. Afro finally meets Justice at the end of Season 1, where he engages him in a duel. He cuts off both his arms, and avoids with distress and small a hidden third arm before he removes it, and a piece of the chin, mostly beheading Justice. After a moment, Justice begins speaking again and stands up, then rights his head and tries to impale Afro through the head with a spike manifested from the floor. Afro fakes die to lure Justice close and surprise him when he tries to take the No. 2 Headband. He swings down the spike and slashes Justice down to the waist knocking off his poncho. He then viciously slices him hundreds of times until all that's left is a pile of chopped bits of justice and his hat flying forward. Afro claims his headband will be the new No 1. As we see at the end of the episode Justice smiles not to be the death of Afro Samurai: ResurrectionEdit I Afro Samurai: Resurrection. Afro tries to leave his bloody life of cruelty and brutality behind him, but he is tracked down by Kuma and his sister Sio, who took the number one headband from Afro and stole the bottom half of Rokutaro's Skeleton's Jawbone after messing up his coffin. Afro begins searching around for the number two headband to kill Sio for disturbing his father's grave and stealing the number one headband. After Afro gets a head start, he heads to a city where number two lives. He meets the man he's going to kill, Shichigoro. Afro is fighting and killing him now to have earned the right he heads to fight Sio. Along the way, he fights and destroys his three minions Bin, Michael and Tomoe. Soon after, Afro finds Sio and Kuma, waiting with a secret weapon: Afro's own father (or at least his clone). Afro soon finds the newly revived Rokutaro is a wicked, barbaric force and kicks Afro in the stomach crushing his ribs; cooperated with the unwillingness to fight his own Father the clone quickly crushes Afro's neck and is killed by his fake father. After Jinno and Rokutaro's clone fight and Jinno life support makes contact with the blood spilled by Afro, restart Heart. Afro rises and raises his sword and and His Father asked him to kill his clone. Afro observes and tells the Clone that although he may look like his Father his real Father died a long time ago he then rushes forward and kills his Father's monstrous clone. Afterwards afro begins heading to Mt. Shumi but on the way back he meets Kotaro again, who draws his sword then Afro hands him Number two Headband in a scene reminiscent of the scene with him and Justice tells him when he was ready and continues, afterwards Ninja Ninja tells him that he supports his decision before the film ends and it cuts to Takimoto & Justice. Abilities Edit Afro is a highly skilled swordsman capable of deflecting crossbow bolts and shattering bullets as well as performing deadly sword attacks. Afro can use his subconscious mind to create brand new combat techniques in the middle of the battle he taught. He was also able to effectively fight during an air battle with the Afro Droid. He is pretty strong able to clean slice through bullies and warriors quickly and effortlessly or pierce a person's neck with his sword mantle. He is also able to jump quite high and his speed and agility are his only skills that match his strength. He shows enough strength to send a guy twice as big as flying into a wall with a single punch. Afro usually fights with his sword in one hand, but when faced with stronger opponents or higher numbers, he will use two hands for a stronger attack. Afro's speed and agility are such that he can quickly cut an RPG missile in two and shatter a bullet into molten shards. Afro is also quick enough to easily avoid the sword attacks of Jinno/Kuma and Afro Droid and can dodge Justice's bullets, also counter and deflect a volley of crossbow bolts and are agile enough to perform a jump frontflip over afro droid in their first fight. WeaponEdit Afro's only weapon is his sword, previously wielded by his father, Rokutaro. It is a long bladed sword with a square gray guard, and a red colored hilt and cape. It also has a string with a small cowrie shell at the end of it at the bottom of the sword. Sword.

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