## I'm not a robot



## Floor masters hunter x hunter

Floor Masters[note 1] (フロアマスター, Furoa Masutā) are 21 elite fighters in Heavens Arena.[1] The only known canon Floor Masters are the 21 highest ranked competitors in Heavens Arena. They have that title because they're given their own floor between the 230th and 250th floors.[1] Qualifications[] In order to become a Floor Master, one must first win 10 matches on the 200th floor of the celestial tower, and must not lose 4 matches. Then they must challenge a Floor Master to take his or her floor.[1] Benefits[] Being a Floor Master means having one's own floor. A Floor Master can also participate in Battle Olympia, a biennial tournament where the victor is allowed to live on the 251st floor in an exclusive penthouse.[1] Non-Canon Floor Masters[] Amoeba Ga Gama Hae Kamakiri Kanjiru Zushi Yamanezumi Mukade Dani Trivia[] Anime and Manga Differences[] In the 1999 anime adaptation, an image with several of them is shown while a Heavens Arena attendant explains what a Floor Master is.[7] In the 2011 anime adaptation, the Floor Masters are only mentioned.[8] References[] ↑ 1.0 1.1 1.2 1.3 Hunter × Hunter · Volume 36, Chapter 378 ↑ Hunter × Hunter × Hunter · Volume 37, Chapter 378 ↑ Hunter × Hunter · Volume 38, Chapter 378 ↑ Hunter × Hunter · Volume 38, Chapter 378 ↑ Hunter × Hunter · Volume 38, Chapter 378 ↑ Hunter × Hunter · Volume 38, Chapter 378 ↑ Hunter × Hunter · Volume 38, Chapter 378 ↑ Hunter × Hunter · Volume 38, Chapter 378 ↑ Hunter × Hunter · Volume 38, Chapter 378 ↑ Hunter × Hunter · Volume 38, Chapter 378 ↑ Hunter × Hunter · Volume 38, Chapter 378 ↑ Hunter × Hunter · Volume 38, Chapter 378 ↑ Hunter × Hunter · Volume 38, Chapter 378 ↑ Hunter × Hunter · Volume 38, Chapter 378 ↑ Hunter × Hunter · Volume 38, Chapter 378 ↑ Hunter × Hunter · Volume 38, Chapter 378 ↑ Hunter × Hunter · Volume 38, Chapter 378 ↑ Hunter × Hunter · Volume 38, Chapter 378 ↑ Hunter × Hunter · Volume 38, Chapter 378 ↑ Hunter × Hunter · Volume 38, Chapter 378 ↑ Hunter × Hunter · Volume 38, Chapter 378 ↑ Hunter · V 63 ↑ Hunter × Hunter - Volume 6, Chapter 52 ↑ Hunter × Hunter - Episode 39 (1999) ↑ Hunter × Hunter × Episode 29 (2011) Notes ↑ Due to the way that the group is referred in the Japanese text and Viz translation, their title itself ("Floor Masters" in the plural) never appears; instead, the expression "a Floor Masters" and other textual constructions are used when referring to them. In the Crunchyroll's translation of the 2011 anime adaptation, the term "Floor Masters" is used even though it does not exactly match the characters' speech lines. [] Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the guality of Reddit, personalize Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Male Gama (ガマ, Gama) is one of the Heavens Arena's Floor Masters. He only appears in Hunter × Hunter: The Last Mission.[1] Appearance[] Gama's Battle Olympia magazine page Gama is fat in the chest and belly, but thin in the arms and legs. With his greenish skin, long tongue, and webbed hands, he resembles his namesake, a toad. He has dark brown hair, very short at the sides and longer on the top of his head, combed in a middle parting. His eyes are small, whereas his mouth is rather big.[1] Gama's fighting uniform consists of a green sweater with a lighter-colored stripe running from one wrist to the other, up his arms and across his round shoulders, a white shirt worn underneath, white trousers, and white and black sneakers.[1] Personality[] Not much is known about Gama due to his limited screen time in Hunter × Hunter: The Last Mission, but he is mainly depicted as calm, impatient, and perhaps somewhat lazy.[1] As he and Amoeba about having to wait for the matches to start, but ultimately did nothing but sit around while the other Floor Masters trained. However, Gama was much less whiny than Amoeba and made less of a fuss.[1] Plot[] The Last Mission [] Gama amongst the other Heavens Arena Floor Masters Gama first appears in Hunter × Hunter: The Last Mission entering the arena behind Kanjiru while Cocco introduces the Heavens Arena Floor Masters.[1] He is later seen in the training room with Amoeba. While the other Floor Masters are training in preparation for their upcoming fights, Gama and Amoeba are off on the sidelines, with Gama sitting on a bench, seemingly doing nothing. He and Amoeba complain about waiting for the fights to start.[1] When Jed initially enters the training room in a hooded robe, Gama appears to be excited. He and the other Floor Masters are then quickly knocked out by Jed and injected with his blood.[1] Later on, Gon and Killua get trapped in a room with Gama and eight of the other Floor Masters are knocked down, they get back up and go after the boys again with a zombie-like gait. Gon and Killua manage to escape the room, leaving Gama and the other Floor Masters behind.[1] Abilities & Powers[] Gama using his tongue to fight Gon Not much is known about Gama's abilities, but the fact that he was a Floor Master is proof enough of his power and proficiency in Nen. Still, he was defeated single-handedly by Jed. Based on a magazine that Killua was eyeing over and how he was shown fighting later in the movie, he seems to rely on his tongue, perhaps in preparation for an attack. Trivia[] Gama means "toad" in Japanese. Translations around the World[] Eanguage Name Arabic של French Kama References[] [] Floor Masters are Chrollo Lucilfer[2] and Hisoka Morow.[3] Overview[] Floor Masters are the 21 highest ranked competitors in Heavens Arena. They have that title because they're given their own floor between the 230th and 250th floors.[1] Qualifications[] In order to become a Floor Master means having one's own floor. Waster to take his or her floor.[1] Benefits[] Being a Floor Master means having one's own floor. 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Then they must challenge a Floor Master to take his or her floor. The 200th FloorThe floors above the 200th offer no prize money, only fame and glory. [Stats based on Glory] Weapons are allowed on this floor. The 21 highest ranked competitors are called Floor Masters because they're given their own floor between the 230th and 250th floors. Losing Three matches results in disqualification, while winning ten matches results in being awarded the right to challenge a Floor Master. The 251st floor of Heavens Arena holds a biennial tournament called the Battle Olympia; the victor is allowed to live on the 251st floor of Heavens Arena holds a biennial tournament called the right to challenge a Floor Master. The 251st floor of Heavens Arena holds a biennial tournament called the right to challenge a Floor Master. The 251st floor of Heavens Arena holds a biennial tournament called the Battle Olympia; the victor is allowed to live on the 251st floor of Heavens Arena holds a biennial tournament called the Battle Olympia; the victor is allowed to live on the 251st floor of Heavens Arena holds a biennial tournament called the Battle Olympia; the victor is allowed to live on the 251st floor of Heavens Arena holds a biennial tournament called the Battle Olympia; the victor is allowed to live on the 251st floor of Heavens Arena holds a biennial tournament called the Battle Olympia; the victor is allowed to live on the 251st floor of Heavens Arena holds a biennial tournament called the Battle Olympia; the victor is allowed to live on the 251st floor of Heavens Arena holds a biennial tournament called the Battle Olympia; the victor is allowed to live on the 251st floor of Heavens Arena holds a biennial tournament called the Battle Olympia; the victor is allowed to live on the 251st floor of Heavens Arena holds a biennial tournament called the Battle Olympia; the victor is allowed to live on the 251st floor of Heavens Arena holds a biennial tournament called the Battle Olympia; the victor is allowed to live on the 251st floor of Heavens Arena holds a biennial tournament called the Battle Olympia; the victor is allowed to live on the 251st floor of Heavens Arena holds a biennial tournament called the Battle Olympia; the victor is allowed to live on the 251st floor of Heavens Arena holds a biennial tournament called the battle Olympia; the victor is allowed to live of the 251st f these fights as regular training posts. And will not get points because you are rewarded at specific floor master and are not present when your master in line for that floor will take the place of that challenger. Rewards for beating a floor master Being a Floor Master means having one's own floor. A Floor Master can also participate in Battle Olympia, a biennial tournament where the victor is allowed to live on the 251st floor in an exclusive penthouse. The Grand Master Floor Master is at 251. You gain a quarter of their stats [add all stats /4 then spread or add or x .25 of how many stats your opponent has excluding stamina and vitality] of the floor Master Floor Master Floor Master 251]Nen capacity: 19,088| 25,632Nen control: 1 25,632Nen sensing: 17,088 | 25,632speed: 17, is cable of easily knocking does and weapons away with a simple glare. On top of this defensive aspect the user is also capable of projecting if outwards knocking adversaries back or even forcing them to kneel before him by bringing the pressure down on them. NEN CAPCITITY: 13500| 15,188 NEN CONTROL: 13500| 15,188 NE SENSING: 12790 15,188speed: 12500 15,188speed: 1250 control these hallucinations he is capable of controlling their theme, it could force the enemy to see everyone as a specific individual. They could force the enemy to see everyone as a specific individual. They could force the enemy to see everyone as a specific individual. They could force the enemy to see everyone as a specific individual. They could force the enemy to see everyone as a specific individual. 4,500Nen output and input: 2500|4,500Nen sensing: 3000|4,500speed: 3000|4, ability the blade is surrounded in shimering holy light. When swinging this blade the user is capable of slashing beyond the blade itself.15792 [Floor Master 247]Nen capacity: 3000| 4,500Nen control: 3000| 4,500Nen output and input: 2500|4,500Nen sensing: 3000|4,500strength: 2500/4,500strength: 2500/4,500streng seem like the punch itself is breaking the air as the shock wave flies towards the target. 26721 [Floor Master 246] Hunter's BaneConjurerNen capacity: 3000|4,500Speed: 3000|4,5 entire to hunt nen users this power allows the user to conjur two spears he uses in tandem. The first crimson short spear allows the user to pierce flesh. This allows the user to pierce flesh. This allows the user to pierce throught nen at the cost of being reduced to a blunt weapon. The second Golden spear hold the ability to drain ones energy. When attacking an adversary the spear seems to phase into their flesh harmlessly.26566 [Floor Master 245]Nen CAPACITY: 3000| 4,500Nen CONTROL: 3000| 4,500Nen output and input: 2500|4,500Nen sensing: 3000|4,500Speed: 3000|4,500Spe launching water towards the enemy. These water attacks are like pressurised blast capable of denting or even slicing throught metal and concrete. 13451 [Floor Master 244]Conquistadors PrideConjurer+EmiterNen capacity: 3000| 4,500Nen control: 3000| 4,500Nen output and input: 2500|4,500Nen sensing: 3000|4,500sreed: 3000|4, capability of storing aura within it (25 points per turn no stamina cost) between shots. This Ability makes the cannon tremendously dangerous in a prolonged fight as with enough time they are capable of destroying nearly any target with a singular shot.33212 [Floor Master 243]Prayer to the DevilEmiter+TransmuterNen capacity: 3000| 4,500Nen control: 3000| 4,500Nen output and input: 2500|4,500Nen sensing: 3000|4,500strength : 2500/4,500strength cross that hangs from their neck. These creatures strength is dependent on the users Ability to use Nen (nen stats) and will dissipate upon being struck once.00912 [Floor Master 242]Vanity's LamentEnhancer+ManipulatorNen capacity: 2000| 3000Nen output and input: 2500| 3000Nen output an 3000strength: 2500/3000stramina: 5000|5000vtrality: 4000|4000A honestly bizarre Ability that allows the user to strengthen and manipulate their hair. Able to lift heavy objects with the user is also capable of utilizing it for armor or as a complement to their martial arts. By wrapping it around their fists they boost their striking power equivalent to being equiped with brass knuckles.18912 [Floor Master 241]Nen capacity: 2000|3000Nen control: 2000|3000Nen con cardinal directions. Conjured together the user is capable of welding only one at a time less their Abilities be negated. Connected to each blade is a distinct combat style and Ability: North: A style focused on pure precision. Each slash of this blade leaves a nearly transparent trail of ice in the air. While tremendously fragile this ice is tremendously sharp and unable to melt. If utilised long enough the blade will create a mine field of transparent blades that enemies might accidentally run into or against. South: A defensive style of combat focused on parrying. When successfully blocking a attack with this blade the user will launch a flaming Raven towards the enemy. for show than for combat itself it allows the user to generate temporary whirlwinds. These minute natural disasters are capable of shooting anyone above them high up into the air granting a great deal of mobility if used well. East: A rather bizarre blade amongst the four, the east blade lacks any noticeable features. It cannot cause any super natural phenomenon all on its own and it does not grant any significant boon to it's weirder. No instead it locks the user in a special type or Zetsu, sealing all of their aura within the blade itself making it undetectable by the enemy while also emiting a Transparency field over the users skin. In essence this blade allows the user to become invisible and undetectable at the expense of being unable to use any type of nen throught the duration. 18916 [Floor Master 240]Nen capacity: 2000|3000Nen control: 2500|3000Strength : 2500/3000Strength : 2500/300Strength : 2500/300Stre user to conjur a majestic white horse. The horse is adorned with beautiful silver armor and saddle for the user along with being able to move across any surface including water. While mounting the horse is quite fast granting great amounts of mobility to the user along with being able to move across any surface including water. While mounting the horse is quite fast granting great amounts of mobility to the user along with being able to move across any surface including water. harm done to the horse passes on to the user.43122 [Floor Master 239]Nen capacity: 2000|3000Nen control: 2000| 3000Speed: 2500| 3000Speed: 2500|3000Nen control: 2000|3000Nen control: 2000|3000Nen control: 2000|3000Nen control: 2500|3000Nen co blade I'm a glowing crimson aura. When struck by the blade the target will feel pain fur stronger than what they normally should. A slight scratch feeling like their entire a was lopped off. Throught this the user is capable of stunning their foe with pain. 23097 [Floor Master 238] Gladiator Grounds Emitter Nen capacity: 2000|3000Nen control: 2000| 3000Nen output and input: 2500| 3000Nen sensing: 2000| 3000speed: 2500| 30 the field are forced into a state of Zetsu including the user. This forces allow within to battle using only their phisical capabilities.56123 [Floor Master 237]Nen capacity: 2000|3000Nen control: 2000| 3000Nen output and input: 2500| 3000Nen sensing: 2000| 3000Speed: 2500| 3000strength: 2500/3000stamina: 5000|5000vitality: 4000|4000Sadistic EuthoriaEnhancerA charge type of ability that is based entirely on how much damage the oponent has suffered. Her phisical strength increasing based on the difference between their max and current hp /10. For example if their max go is 30 but their current hp is 10 she would have a boost of +2 strength.09090 [Floor Master 236]Nen capacity: 2000|3000Nen control: 2000| 3000Nen output and input: 2500|3000Nen output and input: 2500| 3000Nen output and input: 2500|3000Nen output and input: 2500| 3000Nen output and input: 2500|3000Nen output and inp glass like constructs out of the ether and freely manipulate them throught the air. These crystals despite made of glass are tremendously durable capable of deflecting bullets and stab into soft metals. 2986 [Floor Master 235][[C]Nen capacity: 2000|3000Nen control: 2000| 3000Nen control: 2000Nen control: 2000Nen control 3000strength: 2500/3000stamina: 5000|5000vitality: 4000|4000Ethereal TamerConjurerAn Ability that allows the user to manifest ethereal beasts to fight in her stead. While these beings are capable of independent thought they relay on their Conjurer to order them in combat, their combat might uses the users nen stats.28875 [Floor Master 234 Nen capacity: 2000|3000Nen control: 2000| 3000Nen output and input: 2500| 3000Nen output and input: 2500| 3000Nen sensing: 2000| 3000Strength: 2500|3000Strength: 2500|3000Nen output and input: 2500| 3000Nen output and input: 2500| 3000Strength: 2500|3000Nen output and input: 2500|3000Nen output and input: 2500|3000Nen output and input: 2500|3000Strength: 2500|3000Nen output and input: 2500|300Nen output and input: 2500|300Nen output and input: 2500|300Nen o range of 100m. This allows the user to create various warp points for mobility during combat. 24432 [Floor Master 232] Nen capacity: 2000|3000Nen control: 2000|3000Nen control: 2500|3000Nen control: Ability that Conjurers a pair of small dragon shaped creatures. The twin dragons are capable of independent action moving to attack opponents by breathing flames upport the. Being more living beings than simply a nen Ability the creatures are ever present and act as pets for the user having to be fed and watered less they perish. Should a dragon be slain (struck for more than 200 damage) they are reduced to a egg like state taking 20 days to hatch and grow to full size one more.86723 [Floor Master 231]Nen: Magnetic Control, in which allows him to draw in metallic objects that is enabled to be pulled by a magnetic force.Nen capacity: 4500|4500[+500]Nen control: 3000|4500Nen control: 3000|4500Nen output and input: 3000|4500Stramina: 11,250Vitality: 9,00062562 Conjurer [Floor Master 231]Nen capacity: 2000|3000Nen control: 2375|3000Nen output and input: 2000|4500Stramina: 20Don't godmod - The golden rule of any RP. You should not be responsible for the actions of any other player's character. Because of the freedom we allow in our storylines here, you can control any NPCs that have been brought in by yourselves and make sense. Or an admin will if superficial to plot, but don't start controlling other characters in your posts. This also extends to declaring hits or successful attacks on characters played by someone else. Don't metagame - The ever-present companion to the first rule. Discussion between players is fine, but you shouldn't introduce any OOC knowledge into your IC posts unless the character might have done, that you read, but your character didn't hear. Respect the staff and respect the members. This shouldn't even have to be said, but it should be noted that any flaming, bullying, harassment or anything else of the sort will result in a warning. This applies to ALL members, including staff. Respect is important to maintaining a positive and easygoing environment. This rule is handled on a case-by-case basis and is not absolute, but you definitely need to show respect to those of equal, higher or lower authority no matter what quarrels you might have with themUse Common Sense - There are a number of things which aren't explicitly stated here, but really, it's just common sense. Don't spam topics that aren't meant to be spam; don't be racist, any of that stuff; be reasonable. Harassment - I think this is an understood rule. Watch your words. Remember that some things you say, even if it's meant as a joke, can hurt people. And if someone kindly tells you to stop, just stop. Carrying it on will only result in getting punished. Furthermore advertising is not allowed under any circumstances. Loopholes - It's human nature. We just love to find ways to abuse rules (or lack thereof), don't we? Well, please refrain from doing that here. If you find a loophole, bring it to the attention of staff instead of abusing it. We are a new RP and we are just starting out. So there could be places uncovered by us. If a loophole is found and used then you will be warned and if you continue it may result in a higher warning, or even in extreme cases a temp ban. When a situation like this arises, a moderator or administrator will always have the final say and will handle it on a case-by-case basis. Positive - Just going along with the respect, common sense and harassment rules, we try to keep this place as positive as we can. Roleplaying is supposed to be fun, and everyone should at least attempt to be friendly with others. If you don't like someone, you don't need to be nice to them. But that doesn't mean it's okay to single them out or go after them with insults or start causing problems for no reason. Keep it positive my friends. T1.T0. and SL: All of that is Incorporated within this RP, certain number of posts will allow you to obtain certain material, money, or growth It should be noted you at least try by utilizing paragraphs, since this RP is based on detailed aspects. It should also be noted the RP follows certain rules. Amino Guidelines - Please respect Amino's guidelines on detailed aspects. It should also be noted to the RP follows certain rules. are allowed to make chat rooms in moderation, we do require you ask admins to make one first. We do have to keep that in mind. This option is limited. Advertising for our own community and you want to Partner with us, or any other thing like that please contact an administrator. There is no warning here, so don't do it or it will result in an immediate ban. Copyright- All members who join, we have recently had many communities steal our systems, lore, and over all quality that WE put time and effort in to, that will no longer be tolerated. I have reached out to Amino, and Team Amino has sent us Admins a step guide to report the activity and launch a court appointed appeal. If you don't steal your mother or dads stuff you have no right to stealing from us or our members, and if caught know they're consequences to your actions involving plagiarism and stealing will be reported and screen shotted, than sent to team amino. Since we are also touching on this, our copyright post also discloses we are not making money from this or attempting to claim and own the DB franchise, we are simply users, borrowing it for creative fandom. Links-No fake links, the only links we allow are things pertaining to this amino or the subject at hand. Franchise, we are simply users, borrowing it for creative fandom. Links-No fake links, the only links we allow are things pertaining to this amino or the subject at hand. 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