

Final Fantasy IX Freiya's Abilities Translations (JP)

by Red Scarlet

Updated to v1.0 on Nov 7, 2000

Final Fantasy IX

Freiya's Abilities Information and Translations-Version 1.0

By: Red Scarlet (akaiscarlet@hotmail.com)

Version 1.0 11/07/00-Created FAQ for Freiya.

<READ THE SECOND PARAGRAPH TO SEE HOW TO VIEW THE JAPANESE TEXT>

I keep getting a ton of emails about it, and how to view the Japanese text is in the paragraph right below the disclaimer.

<Disclaimer> This FAQ is for personal use only. It cannot be altered without the consent of the FAQ's owner (me), nor published in any magazines or any reproduced form. This FAQ is not meant for sale and is copyright 2000 Red Scarlet. If you want to use this FAQ on your Website or page, please email me for permission (akaiscarlet@hotmail.com).

This FAQ was created using NJSTAR, and to view it properly, I would suggest right clicking the page, then choose 'encoding' and choose Japanese Auto-Select. That is to view it on a PC with Windows, and since I don't have a Mac, I have no idea how to do that with them. So, sorry.

Although there are a couple of Menued versions of the ability lists and the like, I have yet to see anything actually explaining what all of them do. Usually, there is just a name for them, and I guess you simply have to know what they do by only the name. Well, some people do not know, so I am going to try to throw out a helping hand again. Hopefully this'll help y'all out somewhat.

Note that most of my lists are not at 100%; I apologize, as I am only going through the game for my 2nd time at the time of writing this. Thank you.

For the Abilities, they will be listed as they look on the ability screen first, so their placement on the actual screen of the TV/monitor will look similar. Then the same list with their English translations follows. After that list, each ability will be translated (to the best of my ability), then the info about it will be displayed. Lastly, the actual equipment that must be equipped to learn the Ability will be in there too, but note that I have nowhere near every item, so these lists go by what I have encountered on my own way through the game. Here we go. I am sorry for the huge delay in posting this, and the US version comes out in a few weeks, but hey, its better late than never, right?

アビリティのフライヤ-Abirity no Furaiya (Freiya's Abilities)

Please note that I myself call her Freiya, and the correct way (I guess) is like Freija or something..I like the Y better, but this is by personal preference. So please don't email me saying I'm stupid for calling her that..thats what I first thought it was and prefer it.

つかう-Tsukau (Usable-Battle Commands; signified by a Red Diamond.)

竜剣	10	レーゼの風	12
ドラゴンブレス	78	ホワイトドロー	36
ルナ	12	六竜	28
		竜の紋章	16
Dragon Sword	10	Lazy Wind	12
Dragon Breath	78	White Draw	36
Luna	12	Six Dragons	28
		Dragon Killer's Badge	16

竜剣-Ryuuken (Dragon Sword) MP cost: 10
AP to learn: 20.

Damages a targets HP and MP.

Can be learned by equipping:

Weapons

パルチザン-Paruchizan (Partisan)

Armllets

ドラゴンリスト-Doragonrisuto (Dragon Wrist)

Accessories

さんごの指輪-Sango no Yubiwa (Coral Ring)

レーゼの風-Reeze no Kaze (Lazy Wind) MP cost: 12.

AP to learn: 40.

When used, this casts Regen on all party members. Useful when there is no direct healer in the group.

Can be learned by equipping:

Weapons

ミスリルスピア-Misurirusupia (Mithril Spear)

ホーリーランス-Hooriiransu (Holy Lance)

Helmets

ゴールドヘルム-Gooruduherumu (Gold Helm)

Accessories

天使のイヤリング-Tenshi no Iyaringu (Angel Earring)

ドラゴンブレス-Doragonburesu (Dragon Breath) MP cost: 78.
AP to learn: 205.

HP lowering attack on one target.

Can be learned by equipping:

Weapons

竜の髭-Ryuu no Hige (Dragon Whisker)

ホワイトドロー-Howaitodoroo (White Draw) MP cost: 36.
AP to learn: 90.

MP lowering attack on one target.

Can be learned by equipping:

Weapons

アイスランス-Aisuransu (Ice Lance)

Accessories

エメラルド-Emerarudo (Emerald)

ルナ-Runa (Luna) MP cost: 12.
AP to learn:
All party members and enemies are put to sleep. Try to wake up first.

Can be learned by equipping:

Weapons

トライデント-Toraidento (Trident)

六竜-Rokuryuu (Six Dragons) MP cost: 28.
AP to learn: 25.

Well, when I used it, my 1st and 4th characters' HP went down to 1 and my 2nd and 3rd characters' MP went to 1. Don't know what the point of this is.

Can be learned by equipping:

Weapons

ヘヴィランス-Heviransu (Heavy Lance)

?

竜の紋章-Ryuu no Koushou (Dragon Slayer's Badge) MP cost: 16.

Attempts to instantly kill one enemy.

Can be learned by equipping:

Weapons

ホーリーランス-Hooriiransu (Holy Lance)

そうび-Soubi (Equippable Abilities; signified by a Green or Blue diamond.

Green means the ability is not equipped, while a Blue represents the ability is currently equipped.)

Freiya's Equippable Abilities:

いつでもリフレク	15	いつでもレビテト	6
いつでもヘイスト	9	いつでもリジェネ	10
おまじない	12	HP10%アップ	4
HP20%アップ	8	MP10%アップ	4
与一の心	2	まどろみの術	5
忍者の教え	16	MP消費攻撃	5
バードキラー	3	ムシキラー	2
ストーンキラー	4	アンデッドキラー	2
ドラゴンキラー	3	デビルキラー	2
ビーストキラー	4	マンイーター	2
ハイジャンプ	4	追加効果発動	3
ギャンブル防御	1	薬剤師の免許	4
満月の心得	8	カウンター	8
かばう	6	目には目を	5
熱せず冷ませず	4	先制攻撃率アップ	5
レベルアップ	7	アビリティアップ	3
眠らずの術	5	毒味の術	4
暗闇回避の術	4	*死HP回復	8
固まらずの術	4	オートポーション	3
止まらずの術	4	混乱回避の術	5
Always Reflect	15	Always Levitate	6
Always Haste	9	Always Regen	10
Life Guard	12	HP 10% Up	4
HP 20% Up	8	MP 10% Up	4
Give Heart	2	Hitting Skill	5
Ninja Teachings	16	MP Consumption Attack	5
Bird Killer	3	Mush Killer	2
Stone Killer	4	Undead Killer	2
Dragon Killer	3	Devil Killer	2
Beast Killer	4	Man Eater	2
High Jump	4	Added Effect	3
Gamble Defense	1	Medicine Expert's Permit	4
Full Moon Heart	8	Counter	8
Cover	6	Eye for an Eye	5
No Freeze/Burn	4	Pre-Emptive Rate Up	5
Level Up	7	Ability Up	3
Sleep Dodging Skill	5	Tasting Skill	4
Darkness Evasion Skill	4	Near Death, HP Recover	8
Hardness Dodging Skill	4	Auto Potion	3
Stop Dodging Skill	4	Confusion Dodging Skill	5

いつでもリフレク-Itsudemorifureku (Always Reflect) CP: 15.

AP to learn: 95.

Always have the 'Reflect' status in battle. Spells will bounce off the Reflected character onto an opponent.

Can be learned by equipping:

Accessories

リフレクトリング-Rifurekutoringu (Reflect Ring)

いつでもレビテト-Itsudemorebiteto (Always Levitate) CP cost: 6.

AP to learn: .

Always have the 'Levitate' status in battle. The character will float; thus being a defense against Earthquake attacks and spells.

Can be learned by equipping:

Accessories

フェザーブーツ-Feza-bu-tsu (Feather Boots)

いつでもヘイスト-Itsudemoheisuto (Always Haste) CP cost: 9.

AP to learn: 75.

Always have the 'Haste' status in battle. AT bar goes up twice as fast, and the 'Slow' spell will be ineffective against a character with Always Haste.

Can be learned by equipping:

Accessories

エルメスのくつ-Erumesu no Kutsu (Hermes' Shoes)

いつでもリジェネ-Itsudemorijene (Always Regen) CP cost: 10.

AP to learn: 25.

Always have the 'Regen' status in battle. The character will receive about 5% of their Max HP at regular intervals.

Can be learned by equipping:

Armor

キャラビニエール-Kyarabinieeru (Carbini Mail)

Accessories

おとめのいのり-Otome no Inori (Maiden's Prayer)

天使のイヤリング-Tenshi no Iyaringu (Angel Earring)

おまじない-Omajinai (Life Guard) CP cost: 12.

AP to learn: 125.

Always start with the 'Reraise' status in battle. When fallen in battle for

the first time, the character will be instantly revived as if the 'Life' spell was automatically cast. Only works one time per battle.

Can be learned by equipping:

Accessories

転生の指輪-Tensei no Yubiwa (Rebirth Ring)

HP20%アップ-HP 10% apu (HP 10% Up) CP cost: 4.
AP to learn: .

Maximum HP up by 10%.

Can be learned by equipping:

Accessories

アクアマリン-Akuamarin (Aquamarine)
ゲルミナスブーツ-Geruminasubuutsu (Germinas Boots)

HP20%アップ-HP 20% apu (HP 20% Up) CP cost: 8.
AP to learn: 75.

Maximum HP up by 20%.

Can be learned by equipping:

Helmets

源氏の兜-Genji no Kabuto (Genji Helmet)

Armlets
まもりのこて-Mamori no Kote (Protect Glove)

Accessories

黒帯-Kurobi (Black Sash)
バトルブーツ-Batorubu-tsu (Battle Boots)

MP10%アップ-MP 10% apu (MP 10% Up) CP cost: 4.
AP to learn: 35.

Maximum MP up by 10%.

Can be learned by equipping:

Accessories

エメラルド-Emerarudo (Emerald)
魔術師のくつ-Majutsushi no Kutsu (Mage Master's Shoes)
イクステンション-Ikusutenshon (Extension)

与-の心-Ata- no Kokoro (Give Heart) CP cost: 2.

AP to learn: 30.

Unsure; in help it has something to do with Attack Power.

Can be learned by equipping:

Helmets

ダイヤヘルム-Daiyagherumu (Diamond Helm)

Armor

源氏の鎧-Genji no Yoroi (Genji Armor)

Accessories

ラピスラズリ-Rapisurazuri (Lapis Lazari)

もどろみの術-Modoromi no Jutsu (Hitting Skill) CP cost: 5.

AP to learn: .

Hit rate up, or enemies' ability to land a hit on the character is lowered.

Can be learned by equipping:

Armor

シールドアーマー-Shiirudoaamaa (Shield Armor)

Accessories

ダイヤモンド-Daiyamondo (Diamond)

リフレクトリング-Rifurekutoringu (Reflect Ring)

忍者の教-Ninja no Kyou (Ninja's Teaching) CP cost: 16.

AP to learn: 210.

When equipped with this ability, the character can be put into the back row and still do the same amount of physical damage. The point of it is to be put into the back row and still be able to do the same amount of damage, but only receiving half of the physical damage from enemies.

Can be learned by equipping:

Accessories

まもりの指輪-Mamori no Yubiwa (Protect Ring)

MP消費攻撃-MP Shouhikougeki (MP Consumption Attack) CP cost: 5.

AP to learn: .

In battle, MP are used each time the character attacks to always do a Critical Hit.

Can be learned by equipping:

Helmets

クロスヘルム-Kurosuherumu (Cross Helm)

Accessories

バトルブーツ-Batorubu-tsu (Battle Boots)

パワーベルト-Pawa-beruto (Power Belt)

バードキラー-Baadokiraa (Bird Killer) CP cost: 3.

AP to learn: 30.

When equipped, attack damage done to birds and bird-like enemies increases.

Can be learned by equipping:

Armor

ブロンズアーマー-Buronzuaamaa (Bronze Armor)

Accessories

黄色いスカーフ-Kiiroisukaafu (Yellow Scarf)

ムシキラー-Mushikiraa (Mush Killer) CP cost: 2.

AP to learn: 25.

When equipped, attack damage done to insects increases.

Can be learned by equipping:

Helmets

ブロンズヘルム-Buronzuherumu (Bronze Helm)

Armlets

ミスリルのこて-Misuriru no Kote (Mithril Glove)

ストーンキラー-Sutoonkiraa (Stone Killer) CP cost: 4.

AP to learn: .

When equipped, attack damage done to monsters made of stone increases.

Can be learned by equipping:

Helmets

プラチナヘルム-Purachinaherumu (Platina Helm)

Armor

ゴールドアーマー-Goorudoaamaa (Gold Armor)

アンデッドキラー-Andedokiraa (Undead Killer) CP cost: 2.

AP cost: 20.

When equipped, attack damage done to undead monsters increases.

Can be learned by equipping:

Armllets

エスカッション-Esukashon (Escutcheon)

Armor

プレートメール-Pureitomeiru (Plate Mail)

ドラゴンキラー-Doragonkiraa (Dragon Killer) CP cost: 3.

AP to learn: 70.

When equipped, attack damage done to dragon-type characters increases.

Can be learned by equipping:

Weapons

ジャベリン-Jaberin (Javelin)

Helmets

バルビュータ-Barubyuuta (Barbuta)

デビルキラー-Debirukiraa (Devil Killer) CP cost: 2.

AP to learn: 30.

When equipped, attack damage done to devils/demon-type characters increases.

Can be learned by equipping:

Helmets

クロスヘルム-Kurosuhherumu (Cross Helm)

Armllets

雷神のこて-Raijin no Kote (Thunder God's Glove)

ビーストキラー-Bi-sutokira- (Beast Killer) CP cost: 4.

AP to learn: .

When equipped, attack damage done to beast monsters increases.

Can be learned by equipping:

Armor

プラチナアーマー-Purachina Aamaa (Platina Armor)

Accessories

黒帯-Kurobi (Black Sash)

マンイーター-Mani-ta- (Man Eater) CP cost: 2.

AP to learn: 20.

When equipped, attack damage done to human enemies increases.

Can be learned by equipping:

Armllets

ミスリルのこて-Misuriru no Kote (Mithril Glove)

Accessories

さんごの指輪-Sango no Yubiwa (Coral Ring)

ハイジャンプ-Haijanpu (High Jump) CP cost: 4.

AP to learn:

Freiya jumps higher than normal, resulting in more damage when she uses her Jump attack.

Can be learned by equipping:

Armor

ドラゴンメール-Doragonmeiru (Dragon Mail)

追加効果発動-Tsuikakoukahatsudou (Added Effect) CP cost: 3.

AP to learn: 25.

When some weapons are equipped, they can do an extra attack; usually a status attack. With this Ability equipped, the extra attacks can be used.

For example, go to Freiya's weapons menu, and hit select while on the

アイスランス-Aisuransu (Ice Lance). In the red letters is

フリーズ-Furiizu (Freeze). When Freiya has the Ice Lance equipped, and this ability, she will randomly do the 'Freeze' status effect to an enemy. Whew.

Can be learned by equipping:

Armllets

雷神のこて-Raijin no Kote (Thunder God's Glove)

Accessories

ガラスのバックル-Garasu no Bakuru (Glass Buckle)

ギャンブル防御-Gyanburubougyo (Gamble Defense) CP cost: 1.

AP to learn: 20.

Random Defense Power in battle. (It IS a gamble, afterall.)

Can be learned by equipping:

バレッタ-Bareta (Barette)

薬剤師の免許-Kusurizaishi no Menkyo (Medicine Expert's Permit) CP cost: 4.

AP to learn: .

When this Ability is equipped, the effects of curative items in battle (Potion/High Potion/Ether/etc.) will have double the regular effect. A High Potion will restore 900 HP instead of 450.

Can be learned by equipping:

Armor

グランドアーマー-Gurandoaamaa (Grand Armor)

Accessories

バレッタ-Bareta (Barette)

マダインの指輪-Madain no Yubiwa (Madain Ring)

満月の心得-Mangetsu no Kokorotoku (Full Moon Heart) CP cost: 8.

AP to learn: 20.

The 'Trance' meter fills up faster when this ability is equipped, so the character will get into Trance mode more often.

Can be learned by equipping:

Weapons

バルチザン-Paruchizan (Partisan)

Helmets

グランドヘルム-Gurandoherumu (Grand Helm)

Armllets

源氏のごて-Genji no Kote (Genji Glove)

Armor

デモンズメール-Demonzumeiru (Demon's Mail)

Accessories

サファイア-Safaia (Sapphire)

カウンター-Kauntaa (Counter) CP cost: 8.

AP to learn: 85.

When attacked in battle, the character will randomly counter attack.

Can be learned by equipping:

Accessories

アンクレット-Ankureto (Anklet)

かばう-Kabau (Cover) CP cost: 6.

AP to learn: 30 AP.

Steiner will get in front of a weak ally at times to take the attack for them.

Can be learned by equipping:

Armlets

ガントレット-Gantoreto (Gauntlet)

Armor

リネンキュラッサ-Rinenkyurasa (Linen Curias)

ミスリルアーマー-Misuriruaamaa (Mithril Armor)

目には目を-Menihamewo (Eye for an Eye) CP cost: 5.

AP to learn: 35.

The likelihood of counter-attacking goes up when this is equipped. Use this ability and 'Counter'.

Can be learned by equipping:

Armor

ラバーコンシャス-Rabaakonshasu (Rubber Conscious)

熱せず冷せず-Netsusezureisezu (No Freeze/Burn) CP cost: 4.

AP to learn: .

'Burn' and 'Freeze' status attacks are ineffective when a character is equipped with this Ability.

Can be learned by equipping:

Armor

源氏の鎧-Genji no Yoroi (Genji Armor)

Accessories

ダイヤモンド-Daiyamondo (Diamond)

妖精のピアス-Yousei no Piasu (Fairy Pierce)

マダインの指輪-Madain no Yubiwa (Madain Ring)

先制攻撃率アップ-Senseikougekinotsu (Pre-Emptive Rate Up) CP cost: 5.

AP cost: 95.

Get a 'Chance to Strike First!' more often with this Ability equipped.

Can be learned by equipping:

Accessories

バトルブーツ-Batorubuutsu (Battle Boots)

レベルアップ-Reberuapu (Level Up) CP cost: 7.

AP to learn: 40.

Gain more Experience points from battles. (About 50% extra.)

Can be learned by equipping:

Helmets

アイアンヘルム-Aianherumu (Iron Helm)

Accessories

パールルージュ-Paaruruuju (Pearl ?)

妖精のピアス-Yousei no Piasu (Fairy Pierce)

イクステンション-Ikusutenshon (Extension)

ロゼッタの指輪-Rozeta no Yubiwa (Rosetta Ring)

アビリティアップ-Abiritiapu (Ability Up) CP cost: 3.

AP to learn: .

Gain twice the AP in battles.

Can be learned by equipping:

Armbands

ダイヤのこて-Daiya no Kote (Diamond Glove)

Accessories

ラピスラズリ-Rapisurazuri (Lapis Lazari)

カチューシャ-Kachuusha

リボン-Ribon (Ribbon)

眠らずの術-Nemurazu no Jutsu (Sleep Dodging Skill) CP cost: 5.

AP to learn: 30

Character is immune to sleep attacks and magic.

Can be learned by equipping:

Helmets

ミスリルヘルム-Misurirucherumu (Mithril Helm)

ダイヤヘルム-Daiyaherumu (Diamond Helm)

Accessories

さんごの指輪-Sango no Yubiwa (Coral Ring)

毒味の術-Dokumi no Jutsu (Tasting Skill) CP cost: 4.

AP to learn: 15.

Character is immune to 毒-Doku (Poison) status ailments when this Ability is

equipped.

Can be learned by equipping:

Helmets

ミスリルヘルム-Misuriruhherumu (Mithril Helm)

Armlets

ブロンズのこて-Buronzu no Kote (Bronze Glove)

Accessories

ガラスのバックル-Garasu no Bakuru (Glass Buckle)

暗闇回避の術-Kurayamikaihi no Jutsu (Darkness Avoidance Skill) CP cost: 4.

AP to learn: 20.

Character is immune to **暗闇**-Kurayami (Darkness) status ailments when this Ability is equipped.

Can be learned by equipping:

Helmets

アイアンヘルム-Aianherumu (Iron Helm)

Accessories

カチューシャ-Kachuusha

***死HP回復**-*shi HP kaifuku (Near Death, HP Recover) CP cost: 8.

AP to learn: 85.

In battle, if a character gets 'Near Death' status (HP number value is in yellow rather than white numbers), their HP are restored.

Can be learned by equipping:

Helmets

プラチナヘルム-Purachinaherumu (Platina Helm)

Armor

ミネルバビスチェ-Minerubabisuche (Minerva Bisuche)

グランドアーマー-Gurandoaamaa (Grand Armor)

Accessories

プロミストリング-Puomisutoringu (Promised Ring)

固まらずの術-Komarazu no Jutsu (Hardness Dodging Skill) CP cost: 4.

AP to learn: 30.

Character is immune to 石-Ishi (Stone) status ailments when this Ability is equipped.

Can be learned by equipping:

Armllets

ダイヤのこて-Daiya no Kote (Diamond Glove)
ドラゴンリスト-Doragonrisuto (Dragon Wrist)

Armor

ミスリルアーマー-Misuriruaamaa (Mithril Armor)

オートポーション-O-topo-shon (Auto Potion) CP cost: 3.

AP to learn: 30.

Use a potion in your inventory whenever attacked. Always uses the weakest potion, so it is more effective if the regular weak potions are disposed of, and High Potions are used instead.

Can be learned by equipping:

Accessories

エルメスのくつ-Erumesu no Kutsu (Hermes' Shoes)
金のチョーカー-Kin no Chookaa (Gold Choker)
イクステンション-Ikusutenshon (Extension)

止まらずの術-Shimarazu no Jutsu (Stop Dodging Skill) CP cost: 4.

AP to learn: .

Character is immune to the 'Stop' status ailment when this Ability is equipped.

Can be learned by equipping:

Armor

プレートメール-Pureitomeiru (Plate Mail)

Accessories

アンクレット-Ankureto (Anklet)

混乱回避の術-Konrankaihi no Jutsu (Confusion Avoidance Skill) CP cost: 5.

AP to learn: 35.

Character is immune to 混乱-Konran (Confusion) status ailments when this Ability is equipped.

Can be learned by equipping:

Helmets

ラミアのティアラ-Ramia no Tiara (Lamia Tiara)
ゴールドヘルム-Goorudoherumu (Gold Helm)

Accessories

魔術師のくつ-Majutsushi no Kutsu (Mage Master's Shoes)

That's it for now, unless I get enough emails about anything else or any additions/changes. Thank you for reading my FAQ and email with any questions (akaiscarlet@hotmail.com). Copyright Red Scarlet 2000

This document is copyright Red Scarlet and hosted by VGM with permission.