

# Final Fantasy IX Abilities Translation FAQ (JP)

by Red Scarlet

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## Final Fantasy IX

Character Abilities Information and Translations-Version 1.0

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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.

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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. Just a name for them, and I guess you simply have to know what they do just from 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.

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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.

-----

アビリティのジタン-Abiriti no Jitan (Zidane's Abilities)

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

とんずら

みやぶる

あれはなんだ

2

刀魂放気

6

めいわくをかける 4 ライフデジョン 32  
リーチセブン 6 盗賊のあかし 8

Flee Look  
What is that? 2 Katana Soul 6  
Annoying Bet 4 Life Dejon 32  
Reach Seven 6 Robber's Evidence 8

とんずら-Tonzura (Flee) MP cost: 0.

AP to learn: 40 AP.

Zidane's first useable ability, this command allows your party to escape immediately from a regular battle, but you drop some Gil during the escape.

Can be learned by equipping:

Weapons

ダガー-Dagaa (Dagger)  
メイジマッシャー-Meijimasha- (Mage Masher)

アクセサリ-Akusesari (Accessories)

ゲルミナスブーツ-Geruminasubuutsu (Germinas Boots)

-----

みやぶる-Miyaburu (Look) MP cost: 0.

AP to learn: 40 AP.

Use in battle to see what items an enemy is holding that can be stolen. Might reduce the successful rate of stealing in that battle when it has been used.

Can be learned by equipping:

Weapons

メイジマッシャー-Meijimasha- (Mage Masher)  
オリハルコン-Orihalkon (Halcyon?)

-----

あれはなんだ-Arehananda (What is that?) MP cost: 2.

AP to learn: 40 AP.

When used in battle, if it works on an enemy, their AT meters reset to 0.

Can be learned by equipping:

Weapons

バタフライソード-Batafuraiso-do (Butterfly Sword)

-----

刀魂放気-Katanatamashiihouki (Katana Soul) MP cost: 6.

AP to learn: 35.

Attempts to blind an enemy?

Can be learned by equipping:

Weapons

オーガニクス-O-ganikusu (Ogre Nix)

-----

めいわくのかける-Meiwaku no Kakeru (Annoying Bet) MP cost: 4.

AP to learn: 50.

Attempts to put 迷惑-Meiwaku (Annoyed) status onto an enemy.

Can be learned by equipping:

Weapons

グラディウス-Guradiusu (Gradius)

サルガタナス-Sarugatanasu

-----

ライフデジョン-Raifudejon (Life Dejon) MP Cost: 32.

AP to learn: 55.

Zidane sacrifices his life to restore the HP and MP of his allies.

Can be learned by equipping:

Weapons

エキスプロード-Ekusupuro-da (Exploder)

マサムネ-Masamune

-----

リーチセブン-Ri-chisebun (Reach Seven) MP cost: 6.

AP to learn: 85.

Does 1 damage, but do it 7 times in one battle to do high damage.

Can be learned by equipping:

Weapons

グラディウス-Guradiusu (Gradius)

エキスプロード-Ekusupuro-da (Exploder)

ルーントウス-Ru-ntou-su (Rune Tooth)

ザ・タワー-Za・Tawa- (The Tower)

-----

盗賊のあかし-Touzoku no Akashi (Robber's Evidence) MP cost: 8.

AP to learn: 100.

Similar to Chocobuckle in FF7, this ability does non-elemental damage based on the number of times Zidane has successfully stolen an item from an enemy.

With each successful steal, the amount of damage done permanently goes up.

Can become the most powerful single enemy attack in the game, 7000+ damage for only 8 MP if Zidane has stolen a good amount of times.

Can be learned by equipping:

Weapons

エンジェルブレス-Enjeruburesu (Angel Breath)

-----

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.)

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	HP20%アップ	8
与一の心	2	まどろみの術	5
忍者の教	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
デビルキラー	2	ビーストキラー	4
マニーター	2	目利きの手触り	5
ギルめめすむ	5	追加効果発動	3
ギャンブル防御	1	満月の心得	8
カウンター	8	女の子をかばう	4
目には目を	5	熱せず冷ませず	4
警戒	4	レベルアップ	7
アビリティアップ	3	逃げてギル	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
ぶんどる	3	盗賊の極意	5

Always Reflect	15	Always Levitate	6
Always Haste	9	Always Regen	10
Life Guard	12	HP 20% Up	8
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
Devil Killer	2	Beast Killer	4
Man Eater	2	Hand-Eye Coordination	5
Gil Stealing	5	Added Effect	3
Gamble Defense	1	Full Moon Heart	8
Counter	8	Girl Protector	4
Eye for an Eye	5	No Freeze/Burn	4
Caution	4	Level Up	7
Ability Up	3	Run, earn Gil	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
Mug	3	Robber's Ability	5

いつでもリフレク-Itsudemorifureku (Always Reflect) Crystal Point cost: 15.  
AP to learn: 35.

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: 20.

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: 55.

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:

Helmets

金の髪飾り-Kin no Kamikazari (Gold Hairband)

-----

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

AP to learn: 130.

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 20% apu (HP 20% Up) CP cost: 8.

AP to learn: 40.

Maximum HP up by 20%.

Can be learned by equipping:

Helmets

チャクラバンド-Chakurabando (Chakra Band)

アダマン帽-Adamanbou (Adamant Cap)

Accessories

黒帯-Kruoobi (Black Sash)

バトルブーツ-Batorubu-tsu (Battle Boots)

-----

与一の心-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

黒頭巾-Kurozukin (Black Headtowel)

Accessories

ラピスラズリ-Rapisurazuri (Lapis Lazuri)

-----

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

AP to learn: 35.

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

Can be learned by equipping:

Armor

\*術道着-?

Accessories

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: 170.

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:

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: 45.

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

Can be learned by equipping:

Helmets

レッドキャップ-Redokyapu (Red Cap)

Accessories

パワーベルト-Pawa-beruto (Power Belt)

バトルブーツ-Batorubu-tsu (Battle Boots)

-----

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

AP to learn: 20.

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

Can be learned by equipping:

Armor

アダマンベスト-Adamanbesuto (Adamant Vest)

-----

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

AP to learn: 35.

When equipped, attack damage done to insects increases.

Can be learned by equipping:

Armlets

ミスリルの腕輪-Misuriru no Udewa (Mithril Armband)

-----

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

AP to learn: 30.

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

Can be learned by equipping:

Armor

アダマンベスト-Adamanbesuto (Adamant Vest)

力だすき-Chikara dasuki (Power Suit?)

-----

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

AP cost: 45.

When equipped, attack damage done to undead monsters increases.

Can be learned by equipping:

Helmets

ヘッドギア-Hedogia (Headgear)

みこしかつぎ帽子-Mikoshikatsugiboushi (? Helmet)

Armllets

ンカイの腕輪-Nkai no Udewa (N-Kai Armllet)

-----

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

AP to learn: 25.

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

Can be learned by equipping:

Armor

チェインプレート-Cheinpureito (Chain Plate)

魔人の胸当て-Majin no Muneate (Mage's Chestplate)

-----

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

AP to learn: 30.

When equipped, attack damage done to beast monsters increases.

Can be learned by equipping:

Helmets

閃光魔帽-Senkoumabou (Flash Hat)

Armbands

皮のリスト-Kawa no Risuto (Leather Wrist)

エゴイストの腕輪-Egoisuto no Udewa (? Armband)

-----

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

AP to learn: 25.

When equipped, attack damage done to human enemies increases.

Can be learned by equipping:

Helmets

バンダナ-Bandana (Bandanna)

ヒュプノクラウン-Hyupunokuraun (Hypno Crown)

Accessories

さんごの指輪-Sango no Yubiwa (Coral Ring)

-----

目利きの手触り-Meriki no Teshokuri (Hand-Eye Coordination) CP cost: 5.



Not sure, but it does mention stealing in the help menu.

Can be learned by equipping:

Armllets

盗賊のこて-Touzoku no Kote (Robber's Glove)

-----

ギルもぬすむ-Girumonsumu (Gil Stealing) CP cost: 5.

AP to learn: 40.

Steal some gil when you steal an item.(?)

Can be learned by equipping:

Armllets

ガラスの腕輪-Garasu no Udewa (Glass Armlet)

-----

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

AP to learn: 35.

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 Zidane's weapons menu, and hit select while on the

メイジマッシャー-Meijimasha- (Mage Masher). In the red letters is

沈黙-Chinmoku (Silence). When Zidane has the Mage Masher equipped, and this ability, he will randomly do the 'Silence' status effect to an enemy. Whew.

Can be learned by equipping:

Helmets

羽根付き帽子-Hanetsukiboushi (Feather Cap)

ねじりはちまき-Nejirihachimaki (Twist Headband)

Armllets

ボンリスト-Bo-nrisuto (Bone Wrist)

キマイラの腕輪-Kimaira no Udewa (Chimera Armband)

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:

Helmets

ねじりはちまき-Nejirihachimaki (Twist Headband)

アダマン帽-Adamanbou (Adamant Cap)

Armor

力だすき-Chikara dasuki (Power Suit?)

-----

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

AP to learn: 35.

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:

Helmets

ダルクハット-Darukuhato (Dark Hat)

Armbands

ヒスイの腕輪-Hisui no Udewa (Hisui Armllet)

Armor

大地の衣-Daichi no Gi (Earth Clothes)

Accessories

サファイア-Safaia (Sapphire)

-----

カウンター-Kaunta- (Counter) CP cost: 8.

AP to learn: 70.

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

Can be learned by equipping;

Helmets

みこしかつぎ帽子-Mikoshikatsugiboushi (? Helmet)

Armor

力だすき-Chikara Dasuki (Power Suit?)

Accessories

パワーベルト-Pawa-beruto (Power Belt)

-----

女の子をかばう-Jo no Shiwokabau (Girl Protector) CP cost: 4.

AP to learn: 20.

And they say chivalry is dead. With this Ability, Zidane will sometimes stand in front of Female characters and take the damage for them.

Can be learned by equipping:

Weapons

バタフライソード-Batafuraiso-do (Butterfly Sword)

-----

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

AP to learn: 60.

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

Can be learned by equipping:

Helmets

閃光魔帽-Senkoumabou (Flash Hat)

Armor

忍びの衣-Shinobi no Gi (Shinobi Clothes)

-----

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

AP to learn: 25.

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

Can be learned by equipping:

Armbands

ヒスイの腕輪-Hisui no Udewa (Hisui Armband)

Accessories

妖精のピアス-Yousei no Piasu (Sprite's Pierce)

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

-----

警戒-Keikai (Caution) CP cost: 4.

AP to learn: 40.

This Ability lessens the chance of getting attacked from behind by enemies.

Can be learned by equipping:

Armor

忍びの衣-Shinobi no Gi (Shinobi Clothes)

Accessories

ゲルミナスブーツ-Geruminasubu-tsu (Germinas Boots)

-----

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

AP to learn: 75.

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

Can be learned by equipping:

Armbands

エゴイストの腕輪-Egoisuto no Udewa (? Armband)

Accessories

妖精のピアス-Yousei no Piasu (Sprite's Pierce)

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

-----

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

AP to learn: 35.

Gain twice the AP in battles.

Can be learned by equipping:

Helmets

グリーンベレー-Guri-nbere- (Green Beret)

Armor

ブリガンダイン-Burigandain (Brigandine)

Accessories

ラピスラズリ-Rapisurazuri (Lapis Lazuli)

リボン-Ribon (Ribbon)

-----

逃げてギル-Nigetemogiru (Run, earn Gil) CP cost: 3.

AP to learn: 20.

If you successfully run (not using the Flee command), you will gain some Gil.

Can be learned by equipping:

Armbands

リスト-Risuto (Wrist)

Accessories

デザートブーツ-Deza-tobu-tsu (Desert Boots)

-----

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

バンダナ-Bandana (Bandanna)

Armor

大地の衣-Daichi no Gi (Earth Clothes)

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: 20.

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

Can be learned by equipping:

Helmets

チャクラバンド-Chakurabando (Chakra Band)

Armllets

ガラスの腕輪-Garasu no Udewa (Glass Armband)

Armor

サバイバルベスト-Sabaibarubesuto (Survival Vest)

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: 35.

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

Can be learned by equipping:

Helmets

羽根付き帽子-Hanetsukiboushi (Feather Hat)

みこしかつぎ帽子-Mikoshikatsugiboushi (? Hat)

-----

\*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:

Accessories

プロミスリング-Puomisutoringu (Promised Ring)

-----

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

AP to learn: 35.

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

Can be learned by equipping:

Helmets

ダルクハット-Darukuhato (Dark Hat)

サークレット-Sa-kureto (Circlet)

Armllets

ドラゴンリスト-Doragonrisuto (Dragon Wrist)

Armor

ブロンズの胸当て-Buronzu no Muneate (Bronze Chestplate)

黒装束-Kuroshouzoku (Black Outfit)

-----

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:

Armor

ミスリルベスト-Misurirubesuto (Mithril Vest)

魔人の胸当て-Majin no Muneate (Mage's Chestplate)

Accessories

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

-----

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

AP to learn: 30.

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

Can be learned by equipping:

Helmets

黒頭巾-Kurozukin (Black Headtowel)

Armor

サバイバルベスト-Sabaibarubesuto (Survival Vest)

魔人の胸当て-Majin no Muneate (Mage's Chestplate)  
忍びの衣-Shinobi no Gi (Shinobi Clothes)

-----

混乱回避の術-Konrankaihi no Jutsu (Confusion Avoidance Skill) CP cost: 5.  
AP to learn: 25.

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

Can be learned by equipping:

グリーンベレー-Guri-nbere- (Green Beret)  
サークレット-Sa-kureto (Circlet)

Armor

黒装束-Kuroshouzoku (Black Outfit)

Accessories

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

-----

ぶんどる-Bundoru (Mug) CP cost: 3.  
AP to learn: 65.

When equipped, Zidane will do a small amount of damage to an enemy after successfully stealing an item from it.

Can be learned by equipping:

Armllets

キマイラの腕輪-Kimaira no Udewa (Chimera Armband)

Armor

サバイバルベスト-Sabaibarubesuto (Survival Vest)

-----

盗賊の極意-Touzoku no Kyokui (Robber's Ability) CP cost: 5.  
AP to learn: 40.

Success rate of the ぬすむ-Nusumu (Steal) command is raised.

Can be learned by equipping:

Weapons

ミスリルダガー-Misurirudaga- (Mithril Dagger)

Armllets

ンカイの腕輪-Nkai no Udewa (N-Kai Armlet)

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Thats 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

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