

Final Fantasy IX Salamander's Abilities Translations (JP)

by Red Scarlet

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Final Fantasy IX

Salamander's Abilities Information and Translations-Version 1.2

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

<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.

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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.

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?

アビリティのサラマンダー--Abiriti no Saramandaa (Salamander's Abilities)

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

チャクラ	4	ぜになげ	
雑魚ちらし	12	オーラ	12
呪い	12	蘇生	20
グラビデ拳	20	秘孔拳	16
Chakra	4	Coin Toss	
Fireball	12	Aura	12
Curse	12	Revive	20
Gravity Fist	20	Secret Fist	16

チャクラ-Chakura (Chakra) MP cost: 4.

AP to learn: 30.

One of Salamander's very useful Abilities, about 200 HP and 30 MP will be restored to a target.

Can be learned by equipping:

Weapons

猫の爪-Neko no Tsume (Cat Claw)

Armor

レザープレート-Rezaapureito (Leather Plate)

ぜになげ-Zeninage (Coin Toss) MP cost: 0.

AP to learn:

Throw Gil at enemies to do a quick high damage attack (if you have that much Gil).

Can be learned by equipping:

Weapons

ポイズンナックル-Poizunnakuru (Poison Knuckle)

雑魚ちらし-Zatsugyochirashi (Fireball) MP cost: 12.

AP to learn:

The translation I got for this Ability was something like 'Miscellaneous Fish Flier' so I just used Fireball instead. A la Ken/Ryu/Gouki/Goku, Salamander charges up and unleashes a flying ball of light at an enemy.

Can be learned by equipping:

Weapons

ドラゴンクロー-Doragonkuroo (Dragon Claw)

オーラ-Oora (Aura) MP cost: 12.

AP to learn:

Another great Ability, this one casts Reraise and Regen on one target. Very nice indeed.

Can be learned by equipping:

Weapons

シザーズファンク-Shizaazufangu (Scissors Fang)

呪い-Noroi (Curse) MP cost: 12.

AP to learn:

Similar to the ウイークメーカー-Uiikumeeekaa (Weakmaker), aka Debilitator from FF VI, this Ability will create a new weakness on an enemy to be exploited.

Can be learned by equipping:

Weapons

ミスリルクロー-Misurirukuroo (Mithril Claw)

カイザーナックル-Kaizaanakuru (Kaiser Knuckle)

蘇生-Sosei (Revive) MP cost: 20.

AP to learn:

Works just like the レイズ-Reizu (Raise) spell; revives a fallen comrade with about 50% HP.

Can be learned by equipping:

Weapons

ルーンの爪-Ruun no Tsume (Rune Claw)

Accessories

転生の指輪-Tensei no Yubiwa (Rebirth Ring)

グラビデの拳-Gurabide no Ken (Gravity Fist) MP cost: 20.

AP to learn: 50.

Just like the attack spell, this attack will take away a set % of a target's Max HP.

Can be learned by equipping:

Weapons

アベンジャー-Abenjaa (Avenger)

ルーンの爪-Ruun no Tsume (Rune Claw)

秘孔拳-Himikouken (Secret Fist) MP cost: 16.

AP to learn: 40.

If successful, this will cast 死の宣告-Shi no Senkoku (Death Sentence) on a then-doomed target.

Can be learned by equipping:

Weapons

カイザーナックル-Kaizaanakuru (Kaiser Knuckle)

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.)

Salamander'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	与一の心	2
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
デビルキラー	2	ビーストキラー	4
マンイーター	2	いやしの	2
追加効果発動	3	ギャンブル防御	1
マカロフ投法	19	反射区熟知	3
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	警戒	4
レベルアップ	7	アビリティアップ	3
逃げてもギル	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
魔法返し	9	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	Give Heart	2
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	Healing Touch	2
Added Effect	3	Gamble Defense	1
Better Throw Method	19	Chakra Power Up	3
Full Moon Heart	8	Counter	8
Cover	6	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

Magic Return	9	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: 85.

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: 35.

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: 70.

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: .

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 Hairpin)

Armor

ブレイブスーツ-Bureibusuutsu (Brave Suit)

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

AP to learn: 140.

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)

HP10%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:

Armor

柔術道着-Jujutsu ?

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: 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-Kurobi (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:

Accessories

ラピスラズリ-Rapisurazuri (Lapis Lazuri)

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:

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: 60.

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

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: .

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)

Accessories

黄色いスカーフ-Kiirouisukaafu (Yellow Scarf)

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

AP to learn: .

When equipped, attack damage done to insects increases.

Can be learned by equipping:

Armllets

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: .

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)

力だすぎ-Chikara dasuki (Power Suit?)

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

AP to learn: .

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 Armlet)

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

AP to learn: .

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: .

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)

Accessories

黒帯-Kruoobi (Black Sash)

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

AP to learn: .

When equipped, attack damage done to human enemies increases.

Can be learned by equipping:

Helmets

バンダナ-Bandana (Bandana)

ヒュプノクラウン-Hyupunokuraun (Hypno Crown)

Accessories

さんごの指輪-Sango no Yubiwa (Coral Ring)

いやしの-Iyashino (Healing Touch) CP cost: 2.

AP to learn: 40.

When equipped, physical attacks will heal the target, rather than damage them.

Can be learned by equipping:

Accessories

ガーネット-Gaaneto (Garnet)

アンクレット-Ankureto (Anklet)

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

AP to learn: .

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 Salamander's weapons menu, and hit select while on the ポイズンナックル-Poizunakuru (Poison Knuckle). In the red letters is 毒-Doku (Poison). When Salamander has the Poison Knuckle equipped, and this ability, he will randomly do the 'Poison' status effect to an enemy. Whew.

Can be learned by equipping:

Helmets

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

Armllets

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

ブレイサー-Bureisaa (Bracer)

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: 35.

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

力だすぎ-Chikara dasuki (Power Suit?)

マカロフ**投法**-Makarofunageruhou (Better Throw Method) CP cost: 19.

AP to learn: 125.

Throwing power up.

Can be learned by equipping:

Armllets

ブレイサー-Bureisaa (Bracer)

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

AP to learn: .

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-Kauntaa (Counter) CP cost: 8.

AP to learn: 240.

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

Can be learned by equipping:

Weapons

猫舌爪-Neko no Tsume (Cat Claw)

ポイズンナックル-Poizunnakuru (Poison Knuckle)

ミスリルクロー-Misurirukuroo (Mithril Claw)

シザーズファング-Shizaazufangu (Scissors Fang)

ドラゴンクロー-Doragonkuroo (Dragon Claw)

アベンジャー-Abenjaa (Avenger)

カイザーナックル-Kaizaanakuru (Kaiser Knuckle)

Helmets

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

Armor

力だすき-Chikara Dasuki (Power Suit?)

Accessories

アンクレット-Ankureto (Anklet)

かぼう-Kabau (Cover) CP cost: 6.

AP to learn: 90 AP.

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

Can be learned by equipping:

Helmets

レッドキャップ-Redokyapu (Red Cap)

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

AP to learn: 50.

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: .

'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

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)

警戒-Keikai (Caution) CP cost: 4.

AP to learn: .

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: .

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 (Fairy Pierce)

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:

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 Lazari)

リボン-Ribon (Ribbon)

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

AP to learn: .

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)

金のチョーカー-Kin no Chookaa (Gold Choker)

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

AP to learn: .

Character is immune to sleep attacks and magic.

Can be learned by equipping:

Helmets

バンダナ-Bandana (Bandana)

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: .

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: .

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

Can be learned by equipping:

Helmets

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: 75.

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:

Armor

ブレイブスーツ-Bureibusuutsu (Brave Suit)

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: .

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)

魔法返し-Mahouhanshi (Magic Return) CP cost: 9.

AP to learn: .

When hit by a spell from an enemy, Salamander will automatically cast the same spell back at them, without any MP loss.

Can be learned by equipping:

Helmets

ヒュプノクラウン-Hyupunokuraun (Hypno Crown)

Armor

ブリガンダイン-Burigandain (Brigandine)

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)

金のチョーカー-Kin no Chookaa (Gold Choker)

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:

Helmets

黄金のスカラー-Koukin no Sukaraa (Yellow-Gold Scraa?)

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)

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: .

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)

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

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