

# Final Fantasy IX Steiner's Abilities Translations (JP)

by Red Scarlet

Updated to v1.0 on Nov 1, 2000

Final Fantasy IX

Steiner's Abilities Information and Translations-Version 1.0

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Version 1.0 11/01/00-Created FAQ for Steiner.

<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.

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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. 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.

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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. 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?

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アビリティのステイナー-Abiriti no Sutainaa (Steiner's Abilities)

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

暗黒剣		サガク剣	8
		パワーブレイク	8
アーマーブレイク	4	メンタルブレイク	8
マジックブレイク	4	突撃	10
雷鳴剣	24	ストックブレイク	26
クライムハザード	32	ショック	46
Darkness Sword		Variation Volume Sword	8
		Power Break	8
Armor Break	4	Mental Break	8
Magic Break	4	Stab Attack	10
Thunder Cry Sword	24	Stock Break	26
Climhazard	32	Shock	46

暗黒剣-Kurakuroken (Darkness Sword) MP cost: 0.

AP to learn: 30.

Steiner will absorb some HP from an enemy with this attack. Look out, because if it is used on an undead monster, it will hurt him and heal the monster.

Can be learned by equipping:

Weapons

ブラッドソード-Buradosoodo (Blood Sword)

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サガク剣-Sagakuken (Variation Volume Sword) MP cost: 8.

AP to learn: 35.

This sword attack will do more damage as Steiner's current HP decreases. The bigger the difference between his current HP and max HP = more damage.

Use it when he is almost dead.

Can be learned by equipping:

Weapons

アイアンソード-Aiansoodo (Iron Sword)

Helmets

ラバーヘルム-Rabaaherumu (Rubber Helm)

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パワーブレイク-Pawaabureiku (Power Break) MP cost: 8.

AP to learn: 40.

Decreases an enemy's 攻撃力-Kougekichikara (Attack Power) if successful.

Can be learned by equipping:

Weapons

ダイヤソード-Daiyasoodo (Dia{mond} Sword)

-----

アーマーブレイク-Aamaabureiku (Armor Break) MP cost: 4.

AP to learn: 30.

Decreases an enemy's 防御力-Bougyochikara (Defense Power) if successful.

Can be learned by equipping:

Weapons

ミスリルソード-Misurirusoodo (Mithril Sword)

-----

メンタルブレイク-Mentarubureiku (Mental Break) MP cost: 8.

AP to learn: 45.

Decreases an enemy's 魔法防御力-Mahoubougyochikara (Magic Defense Power) if successful.

Can be learned by equipping:

Weapons

アイスブランド-Aisuburando (Icebrand)

Helmets

ゴールドヘルム-Goorudoherumu (Gold Helm)

-----

マジックブレイク-Majikubureiku (Magic Break) MP cost: 4.

AP to learn: 25.

Decreases an enemy's 魔法攻撃力-Mahoukougekichikara (Magic Attack Power) if successful.

Can be learned by equipping:

Weapons

フレイムタン-Fureimutan (Flametan)

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突撃-Totsugeki (Stab Attack) MP cost: 10.

AP to learn: 30.

Not too sure, but it might kill a weak enemy on contact?

Can be learned by equipping:

Weapons

さんごの剣-Sango no Ken (Coral Sword)

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雷鳴剣-Raimeiken (Thunder Cry Sword) MP cost: 24.  
AP to learn: 30.  
High 雷-Kaminari (Thunder) damage attack.

Can be learned by equipping:

Weapons

ディフェンダー-Difendaa (Defender)  
ラグナロク-Ragnaroku (Ragnarok)

-----

ストックブレイク-Sutokubureiku (Stock Break) MP cost: 26.  
AP to learn: 25.  
High attack damage attack.

Can be learned by equipping:

Weapons

アルテマソード-Arutemasoodo (Altima Sword)

-----

クライムハザード-Kuraimuhazaado (Climhazard) MP cost: 32.  
AP to learn: 70.  
無-Mu (Non) Elemental attack.

Can be learned by equipping:

Weapons

エクスカリバー-Ekusukaribaa (Excalibur)

-----

ショック-Shoku (Shock) MP cost: 46.  
AP to learn: 60.  
Very high damage attack.

Can be learned by equipping:

Weapons

ラグナロク-Ragnaroku (Ragnarok)

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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.)

Steiner's Equippable Abilities:

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	8
HP20%アップ	8	与一の心	2
もどろみの術	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	デビルキラー	2
ビーストキラー	4	マンイーター	2
追加効果発動	3	薬剤師の免許	4
満月の心得	4	カウンター	8
かばう	6		
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
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	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
Added Effect	3	Medicine Expert's Permit	4
Full Moon Heart	8	Counter	8
Cover	6		
No Freeze/Burn	4	Caution	4
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) Crystal Point cost: 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-Rifurekutonringu (Reflect Ring)

-----

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

AP to learn: 25.

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:

Armllets

ベネチアシールド-Benechiashiirudo (Venetian Shield)

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: 65.

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: 75 AP.

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

キャラビニーリ-Kyarabiniiri (Carbini)

-----

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

AP to learn: 155 AP.

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 10% Up) CP cost: 4.

AP to learn: 20.

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% up (HP 20% Up) CP cost: 8.  
AP to learn: 60.

Maximum HP up by 20%.

Can be learned by equipping:

Helmets

源氏の兜-Genji no Kabuto (Genji Helmet)

Armllets

まもりのこて-Mamori no Kote (Protect Glove)

Armor

マクシミリアン-Makushimirian (Maximilian)

Accessories

黒帯-Kurobi (Black Sash)

バトルブーツ-Batorubuutsu (Battle Boots)

-----

与一の心-Ata- no Kokoro (Give Heart) CP cost: 2.  
AP to learn: 40.

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

Can be learned by equipping:

Helmets

ダイヤヘルム-Daiyaherumu (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: 30.

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: 200.

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: 50.

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-Kurosuhherumu (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-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

ブロンズアーマー-Buronzuaamaa (Bronze Armor)

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: 50.

When equipped, attack damage done to insects increases.

Can be learned by equipping:

Helmets



ブロンズヘルム-Buronzuherumu (Bronze Helm)

Armllets

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

-----

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

AP to learn: 20.

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-Andedokira- (Undead Killer) CP cost: 2.

AP cost: 30.

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

プレートメイル-Pureitomeiru (Plate Mail)

-----

デビルキラー-Debirukira- (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-Kurosuherumu (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: 55.

When equipped, attack damage done to beast monsters increases.

Can be learned by equipping:

Weapons

ブロードソーゾ-Buroodosoodo (Broadsword)

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)

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**追加効果発動**-Tsuikakoukahatsudou (Added Effect) CP cost: 3.  
AP to learn: 50.

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 Steiner's weapons menu, and hit select while on the アイスブランド-Aisuburando (Icebrand). In the red letters is フリーズ-Furiizu (Freeze). When Steiner has the Icebrand equipped, and this ability, he 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)

-----

**薬剤師の免許**-Kusurizaishi no Menkyo (Medicine Expert's Permit) CP cost: 4.  
AP to learn: 20.

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:

Accessories

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: 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

グランドヘルム-Gurandoherumu (Grand Helm)

Armllets

源氏のかて-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: 100.

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

Can be learned by equipping:

Armllets

ベネチアシールド-Benechiashiirudo (Venetian Shield)

Accessories

パワーベルト-Pawa-beruto (Power Belt)

-----

かぼう-Kabau (Cover) CP cost: 6.

AP to learn: 20 AP.

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

Can be learned by equipping:

Armllets

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)

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

AP to learn: 35.

'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)

-----

警戒-Keikai (Caution) CP cost: 4.

AP to learn: 60.

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

Can be learned by equipping:

Helmets

バルビュータ-Barubyuuta (Barbuta)

Accessories

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

-----

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

AP to learn: 50.

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

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: 70.

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)

リボン-Ribon (Ribbon)

-----

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

AP to learn: 25

Character is immune to sleep attacks and magic.

Can be learned by equipping:

Helmets

ミスリルヘルム-Misuriruherumu (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: 35.

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-Misuriruherumu (Mithril Helm)

Armllets

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: 25.

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)

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

AP to learn: 100.

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)

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:

Armlets

ダイヤのこて-Daiya no Kote (Diamond Glove)

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: 20.

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)

-----

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

AP to learn: 35.

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)

-----

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

AP to learn: 30.

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

Can be learned by equipping:

Helmets

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

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