

Final Fantasy IX Quina's Abilities Translations (JP)

by Red Scarlet

Updated to v1.0 on Nov 8, 2000

Final Fantasy IX

Quina's Abilities Information and Translations-Version 1.2

By: Red Scarlet (akaiscarlet@hotmail.com)

Version 1.0 11/08/00-Created FAQ for Quina.

<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?

アビリティのクイナ-Abiriti no Kuina (Quina's Abilities)

つかう-Tsukau (Usable-- 青魔法-Aomahou (Blue Magic). Learned by Eating certain enemies. I

have yet to really use this character, so please forgive me for the incompleteness of Quina's Blue Magic.

ゴブリンパンチ	4		
レベル4ホーリ	22	レベル3デフレス	12
死の宣告	12		
アクアブレス	14	マイテイーガード	64
マトラマジック	8		
		はりせんぼん	8
パンプキンヘッド	12	夜	14
天使のおやつ	4	カエルおとし	10
ホワイトウインド	14	バニシュ	8
マジックハンマー	2	リレイズ	14

Goblin Punch	4		
Level 4 Holy	22	Level 3 Defenseless	12
Death Sentence	12		
Aqua Breath	14	Mighty Guard	64
Matra Magic	8		
		1000 Needles	8
Pumpkin Head	12	Night	14
Eight Angels	4	Frog Smash	10
White Wind	14	Vanish	8
Magic Hammer	2	Reraise	14

Included with the description of each spell, I've also included the FIRST monster that I got the spell from by eating. After the monster's name, I have included which disc I got the spell on as well.

ゴブリンパンチ-Goburinpanchi (Goblin Punch) MP cost: 4.
Can be learned by eating: ゴブリンメイジ-Goburinmeiji (Goblin Mage). D2

Non-elemental damage attack to one target.

?

レベル4ホーリ-Reberu4hoorii (Level 4 Holy) MP cost: 22.
Can be learned by eating: フェザーサークル-Fezaasaakuru (Feather Circle). D 2

When used on enemies whose Exp. Level is a multiple of 4, they are attacked by the Holy spell.

レベル3デフレス-Reberu3defuresu (Level 3 Defenseless) MP cost: 12.
Can be learned by eating: ラミア-Ramia (Lamia). D1

When used on enemies whose Exp. Level is a multiple of 3, it brings down their defensive power.

死の宣告-Shi no Senkoku (Death Sentence) MP cost: 12.

Can be learned by eating: アーリマン-Aariman (Airman). D3

If successful, the target has 10 seconds to live. Then dies instantly.

?

アクアブレス-Akuaburesu (Aqua Breath) MP cost: 14.

Can be learned by eating: アクソロトル-Akusorotoru. D1

Water damage attack to all enemies.

マイテীগード-Maitiigaado (Mighty Guard) MP cost: 64.

Can be learned by eating: ムシュフシュ-Mushufushu. D1

Casts Shell and Protect on all party members. Does not last very long, though.

マトラマジック-Matoramajiku (Matra Magic) MP cost: 8. D2

Can be learned by eating: ドラゴンフライ-Doragonfurai (Dragonfly).

Attempts to lower a target's HP to 1.

?

?

はりせんぼん-Harisenbon (1000 Needles) MP cost: 8.

Can be learned by eating: サボテンダ-Sabotenda (Sabotender). D2

Always does 1000 points of damage to any enemy.

パンプキンヘッド-Panpukinhedo (Pumpkin Head) MP cost: 12.

Can be learned by eating: ヘッジホッグパイ-Hejihogupai (Hedgehog Pie). D1

The amount of damage in this spell is Quina's Max HP - Quina's current HP. So if Quina was at 500/2000 HP, the spell would do 1500 damage.

夜-Yoru (Night) MP cost: 14.

Can be learned by eating: ニンフ-Ninfu (Nymph). D1

Puts all enemies and party members to sleep.

?

?

天使のおやつ-Tenshi no Oyatsu (8 Angels) MP cost: 4.

Can be learned by eating: アイロネート-Aironeeto (?). D2

Just like using a Remedy on all four party members at once.

カエルおとし-Kaeruotoshi (Frog Smash) MP cost: 10.

Can be learned by eating: ギガントード-Gigantoodo (Gigan Toad). D1

Non-elemental damage to all enemies. As Quina eats more frogs at the various Qu's Marshes, the damage goes up.

ホワイトウインド-Howaitouindo (White Wind) MP cost: 14.

Can be learned by eating: ズー-Zuu. D2

Heals all party members by an unknown (to me) variant.

バニシュ-Banishu (Vanish) MP cost: 8.

Can be learned by eating: ヴァイス-Vaisu (Vice). D1

Causes the target to disappear, usually about 3 physical hits miss until the target reappears.

?

?

マジックハンマー-Majikuhamma (Magic Hammer) MP cost: 2.

Can be learned by eating: マジックヴァイス-Majikuvaisu (Magic Vice). D1

Destroys a random amount of MP from a target.

リレイズ-Rireizu (Reraise) MP cost: 14.

Can be learned by eating: ケルベロス-Keruberosu (Cerebus). D3

Cast on a living party member; if they die in battle they will be instantly revived. Works just like the おまじない-Omajinai (Life Guard) Ability.

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.)

Quina'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	MP10%アップ	4
いやしの	2	追加効果発動	3
ギャンブル防御	1	消費MP半減	11
満月の心得	8	カウンター	8
熱せず冷ませず	4	レベルアップ	7
アビリティアップ	3	取得ギルアップ	5
眠らずの術	5	毒味の術	4
沈黙回避の術	4	固まらずの術	4
使用MP吸収	6	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	MP 10% Up	4
Healing Touch	2	Added Effect	3
Gamble Defense	1	Consume Half MP	11
Full Moon Heart	8	Counter	8
No Freeze/Burn	4	Level Up	7
Ability Up	3	Acquired Gil Up	5
Sleep Dodging Skill	5	Tasting Skill	4
Silence Dodging Skill	4	Hardness Dodging Skill	4
Used MP Absorb	6	Auto Potion	3
Stop Dodging Skill	4	Confusion Dodging Skill	5

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

AP to learn: 75.

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: 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: 30.

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

**のローブ-?? no Roobu (? Robe)

光のローブ-Hikari no Roobu (Light Robe)

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

AP to learn: 165.

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)

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

AP to learn:

Maximum MP up by 10%.

Can be learned by equipping:

Armor

魔術師の服-Majutsushi no Fuku (Mage Master's Cloth)

魔術師のローブ-Majutsushi no Roobu (Mage Master's Robe)

Accessories

エメラルド-Emerarudo (Emerald)

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

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

AP to learn: 60.

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)

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

銀のフォーク-Gin no Fooku (Silver Fork). In the red letters is

スロウ-Surou (Slow). When Quina has the Silver Fork equipped, and this ability, he/shi/it will randomly do the 'Slow' 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

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: .

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?)

消費MP半減-Shouhi MP Hangen (Consume Half MP) CP cost: 11.
AP to learn: 90.
MP cost of spells in battle is reduced by 50%.

Can be learned by equipping:

Armor

光のローブ-Hikari no Roobu (Light Robe)

Accessories

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

満月の心得-Mangetsu no Kokorotoku (Full Moon Heart) CP cost: 8.
AP to learn: 250.

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

フォーク-Fooku (Fork)

ニードルフォーク-Niidorufooku (Needle Fork)

ミスリルフォーク-Misurirufooku (Mithril Fork)

銀のフォーク-Gin no Fooku (Silver Fork)

ビストロフォーク-Bisutorofooku (Bistro Fork)

Helmets

ダルクハット-Darukuhato (Dark Hat)

Armbands

ヒスイの腕輪-Hisui no Udewa (Jade Armlet)

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: .

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?)

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:

Helmets

司祭の帽子-Shisai no Boushi (Priest Hat)

Armbands

ヒスイの腕輪-Hisui no Udewa (Jade Armband)

Armor

**のローブ-?? no Roobu (? Robe)

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)

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

シルクのローブ-Shiruku no Roobu (Silk Robe)

Accessories

ラピスラズリ-Rapisurazuri (Lapis Lazari)

リボン-Ribon (Ribbon)

取得ギルアップ-Shutokugiruapu (Acquired Gil Up) CP cost: 5.

AP to learn: .

Earned Gil after a battle is won is increased.

Can be learned by equipping:

Accessories

黄色いスカーフ-Kiirouisukaafu (Yellow Scarf)

眠らざる術-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)

司祭の帽子-Shisai no Boushi (Priest Hat)

Armor

魔術師の服-Majutsushi no Fuku (Mage Master's Cloth)

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)

**のローブ-?? no Roobu (? Robe)

Accessories

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

沈黙回避の術-Chinmokukaihi no Jutsu (Silence Dodging Skill) CP cost: 4.

AP to learn: .

Character is immune to 沈黙-Chinmoku (Silence) status ailments when this Ability is equipped.

Can be learned by equipping:

Helmets

魔術師の帽子-Majutsu no Boushi (Mage Master's Hat)

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

Armor

シルクのローブ-Shiruku no Roobu (Silk Robe)

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)

使用MP吸収-Shiyou MP Kyuushuu (Used MP Absorb) CP cost: 6.

AP to learn: .

When Quina is missing MP and gets attacked by a spell from an enemy, the amount of MP used for the spell gets added to his/her/its MP. Quina still gets damaged though.

Can be learned by equipping:

Accessories

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

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

AP to learn: .

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)

魔術師のローブ-Majutsushi no Roobu (Mage Master's Robe)

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

黒頭巾-Kurozugin (Black Headtowel)

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)

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:

Helmets

ラミアのティアラ-Ramia no Tiara (Lamia Tiara)

グリーンベレー-Guri-nbere- (Green Beret)

サークレット-Sa-kureto (Circlet)

Armllets

魔法の腕輪-Mahou no Udewa (Magic Armlet)

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

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