

Final Fantasy IX Garnet's Abilities Translations (JP)

by Red Scarlet

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Final Fantasy IX

Garnet's Abilities Information and Translations-Version 1.0

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Version 1.0 11/03/00-Created FAQ for Garnet.

<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?

アビリティのガーネット-Abiriti no Gaaneto (Garnet's Abilities)

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

シヴァ	24	イフリート	26
ラムウ	22	アトモス	32
オーディン	28	リヴァイアサン	42
バハムート	56	アーク	80
ケアル	6	ケアルラ	10
ケアルガ	22	レイズ	8
ライブラ	4	ポイズナ	4
ストナ	8	シェル	6
プロテス	6	サイレス	8
ミニマム	8	リフレク	6
コンフュ	8	バーサク	6
ブライン	6	レビテト	6

Shiva	24	Ifrit	26
Ramuh	22	Atomos	32
Odin	28	Leviathan	42
Bahamut	56	Ark	80
Cure	6	Cura	10
Curaga	22	Raise	8
Reveal	4	Poisona	4
Stona	8	Shell	6
Protect	6	Silence	8
Minimum	8	Reflect	6
Confuse	8	Berserk	6
Blind	6	Levitate	6

シヴァ-Shiva MP cost: 24.

AP to learn: 30.

Summons Shiva, the Queen of Ice. Damages all enemies with her
ダイヤモンドダスト-Daiamondodasuto (Diamond Dust) ice attack.

Can be learned by equipping:

Accessories

オパール-Opaaru (Opal)

イフリート-Ifuriito (Ifrit) MP cost: 26.

AP to learn: 40.

Summons Ifrit who uses his 地獄の火炎-Jigoku no Kaen (Hellfire) fire attack
to all enemies.

Can be learned by equipping:

Accessories

トパーズ-Topaazu (Topaz)

ラムウ-Ramuu (Ramuh) MP cost: 22.

AP to learn: 30.

Summons Ramuh who unleashes 裁きの雷-Sabaki no Ikazuchi (Judgement Bolt), a powerful thunder attack to all enemies.

Can be learned by equipping:

Accessories

ペリドット-Peridoto (Peridot)

アトモス-Atomosu (Atomos) MP cost: 32.

AP to learn: 40.

Back from being a major pain in the butt boss from part 5, Atomos can be beckoned to use 重力*体 199-Juuryokua *tai (Gravity X 199) gravity-like attack that will remove a certain amount of HP from all enemies..if it is effective. Anyone who has played FF8 and used Diablos will recognize the attack.

Can be learned by equipping:

Accessories

アメジスト-Amejisuto (Amethyst)

オーディン-Oodin (Odin) MP cost: 28.

AP to learn: 40.

Riding his six-legged horse, Odin will jump onto the scene and attempt to hack up all the enemies into instant death with his 斬鉄剣-Zantetsuken (Steel-Edged Sword) attack.

Can be learned by equipping:

Accessories

ダークマター-Daakumataa (Dark Matter)

リヴァイアサン-Rivaiasan (Leviathan) MP cost: 42.

AP to learn: 40.

Leviathan summons up a powerful 大海嘯-Ootsunami (Big Tidal Wave), which does Water damage to all enemies.

Can be learned by equipping:

Accessories

アクアマリン-Akuamarin (Aquamarine)

バハムート-Bahamuuto (Bahamut) MP cost: 56.

AP to learn: 80.

The King of Dragons, Bahamut uses his mighty breath attack メガフレア-Megafurea (Megaf flare) onto all enemies. Does non-elemental damage.

Can be learned by equipping:

Accessories

ガーネット-Gaaneto (Garnet)

アーク-Aaku (Ark) MP cost: 80.

AP to learn: 100.

A boss that was fought earlier in the game (I'm thinking it was in Ipsen's Heritage?). Goes all out with its 暗黒の*命-Ankoku no *mei (Dark * Decree). Does Dark elemental damage.

Can be learned by equipping:

ふゆう石-Fuyuuishi (Wealth Stone)

ケアル-Kearu (Cure) MP cost: 6.

AP to learn: 30.

Low-level HP recovery spell.

Can be learned by equipping:

Weapons

ロッド-Rodo (Rod)

魔法のラケット-Mahou no Raketo (Magic Racket)

Armor

シルクの服-Shiruku no Fuku (Silk Clothing)

ケアルラ-Kearura (Cura) MP cost: 10.

AP to learn: 50.

Mid-level HP recovery spell.

Can be learned by equipping:

Weapons

いやしのロッド-Iyashi no Rodo (Heal Rod)

Accessories

バレッタ-Bareta (Barette)

ケアルガ-Kearuga (Curaga) MP cost: 22.

AP to learn: 155.

Highest level HP recovery spell.

Can be learned by equipping:

Weapons

ウィザードロッド-Uizaadorodo (Wizard Rod)
鯨の髭-Kujira no Hige (Whale Whisker)

レイズ-Reizu (Raise) MP cost: 8.
AP to learn: 30.
Revives a fallen comrade in battle, and restores about 50% of their HP.

Can be learned by equipping:

Weapons

ミスリルロッド-Misurirurodo (Mithril Rod)
いやしのロッド-Iyashi no Rodo (Heal Rod)
鯨の髭-Kujira no Hige (Whale Whisker)

Accessories

カチューシャ-Kachuusha
転生の指輪-Tensei no Yubiwa (Rebirth Ring)

ライブラ-Raibura (Reveal) MP cost: 4.
AP to learn: 25.
Displays vital statistics of enemies (HP/weaknesses).

Can be learned by equipping:

Weapons

エアラケット-Earaketo (Air Racket)

Accessories

デザートブーツ-Dezaatobuutsu (Desert Boots)

ポイズナ-Poizona (Poisona) MP cost: 4.
AP to learn: 15.
Cures Poison, just like a 毒消し-Dokukeshi (Antidote).

Can be learned by equipping:

Weapons

ロッド-Rodo (Rod)
エアラケット-Earaketo (Air Racket)

ストナ-Sutona (Stona) MP cost: 8.
AP to learn: 25.
Cures 石-Ishi (Stone), just like a 金の針-Kin no Hari (Gold Needle).

Can be learned by equipping:

Weapons

マルチナラケット-Maruchinaraketo (Martina Racket)

シェル-Sheru (Shell) MP cost: 6.

AP to learn: 35.

Magic damage is reduced by 50%.

Can be learned by equipping:

Weapons

ミスリルロッド-Misurirurodo (Mithril Rod)

マルチナラケット-Maruchinaraketo (Martina Racket)

ミスリルラケット-Misuriruraketo (Mithril Racket)

ウィザードロッド-Uizaadorodo (Wizard Rod)

Armor

もめんのローブ-Momen no Roobu (Cotton Robe)

Accessories

金のチョーカー-Kin no Chookaa (Gold Choker)

プロテス-Purotesu (Protect) MP cost: 6.

AP to learn: 30.

Physical damage is reduced by 50%.

Can be learned by equipping:

Weapons

ロッド-Rodo (Rod)

ミスリルラケット-Misuriruraketo (Mithril Racket)

ウィザードロッド-Uizaadorodo (Wizard Rod)

Helmets

とんがり帽子-Tongariboushi (Pointed Hat)

Accessories

デザートブーツ-Dezaatobuutsu (Desert Boots)

サイレス-Sairesu (Silence) MP cost: 8.

AP to learn: 30.

Attempts to block a target's spells.

Can be learned by equipping:

Weapons

ミスリルロッド-Misurirurodo (Mithril Rod)

アスラのロッド-Asura no Rodo (Asura Rod)

司祭のラケット-Shisai no Raketo (Priest Racket)

Armllets

魔法の腕輪-Mahou no Udewa (Magic Armllet)

ミニマム-Minimamu (Minimum) MP cost: 8.

AP to learn: 40.

Attempts to shrink a target to miniature size, leaving them with very little attack and defense power. Also cures the minimum status ailment.

Can be learned by equipping:

Weapons

魔法のラケット-Mahou no Raketo (Magic Racket)

アスラのロッド-Asura no Rodo (Asura Rod)

Accessories

フェザーブーツ-Fezaabuutsu (Feather Boots)

リフレク-Rifureku (Reflect) MP cost: 6.

AP to learn: 20.

Reflects most spells back to the caster.

Can be learned by equipping:

Weapons

星くずのロッド-Hoshikuzu no Rodo (Stardust Rod)

ミスリルラケット-Misuriruraketo (Mithril Racket)

Accessories

ルビー-Rubii (Ruby)

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

コンフュ-Konfyu (Confuse) MP cost: 8.

AP to learn: 35.

Attempts to muddle a target; resulting in attacks to themselves or anyone else on the battlefield.

Can be learned by equipping:

Weapons

アスラのロッド-Asura no Rodo (Asura Rod)

Helmets

ラミアのティアラ-Ramia no Tiara (Lamia Tiara)

バーサク-Baasaku (Berserk) MP cost: 6.

AP to learn: 30.

Target loses control and attacks fierclly (2x normal damage) at enemies.

Can be learned by equipping:

Weapons

魔法のラケット-Mahou no Raketo (Magic Racket)

ブライン-Burain (Blind) MP cost: 6.

AP to learn: 40.

Attempts to blind a target, which results in a very low hit percent rate.

Can be learned by equipping:

Weapons

マルチナラケット-Maruchinaraketo (Martina Racket)

Accessories

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

レビテト-Rebiteto (Levitate) MP cost: 6.

AP to learn: 20.

Used to avoid the クエイク-Kueiku (Quake) spell, or similar attacks. Lasts for a very short time, however.

Can be learned by equipping:

Weapons

星くずのロッド-Hoshikuzu no Rodo (Stardust Rod)

Helmets

らみあのティアラ-Ramia no Tiara (Lamia Tiara)

Accessories

フェザーブーツ-Fezaabuutsu (Feather Boots)

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.)

Garnet'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	MP20%アップ	8
いやしの	2	薬剤師の免許	4

リフレク貫通	7	精神統一	10
消費MP半減	11	満月の心得	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	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	オートポーション	3
止まらずの術	4	混乱回避の術	5
おうえん	12	斬鉄ダメージ	5

Always Reflect	15	Always Levitate	6
Always Haste	9	Always Regen	10
Life Guard	12	MP 20% Up	8
Healing Touch	2	Medicine Expert's Permit	4
Reflect Piercing	7	Mind Relationship	10
Consume Half MP	11	Full Moon Heart	8
No Freeze/Burn	4	Level Up	7
Ability Up	3	Sleep Dodging Skill	5
Tasting Skill	4	Silence Dodging Skill	4
Hardness Dodging Skill	4	Auto Potion	3
Stop Dodging Skill	4	Confusion Dodging Skill	5
Support	12	Steel-Edged Damage	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: 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-Fezaabuutsu (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: 35.

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

光のローブ-Hikari no Roobu (Light Robe)

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's Earring)

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

AP to learn: 105.

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)

MP20%アップ-MP20%appu (MP 20% Up) CP cost: 8.

AP to learn: 45.

Maximum MP up by 20%.

Can be learned by equipping:

Accessories

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

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

AP to learn: 30.

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

Can be learned by equipping:

Weapons

いやしのロッド-Iyashi no Rodo (Heal Rod)

Accessories

ガーネット-Gaaneto (Garnet)
アンクレット-Ankureto (Anklet)

薬剤師の免許-Kusurizaishi no Menkyo (Medicine Expert's Permit) CP cost: 4.
AP to learn: 15.

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

もめんのローブ-Momen no Roobu (Cotton Robe)

Accessories

バレッタ-Bareta (Barette)
マダインの指輪-Madain no Yubiwa (Madain Ring)

リフレク貫通-Rifurekutsuranutsuu (Reflect Piercing) CP cost: 7.
AP to learn: 45.

When this Ability is equipped, Garnet's spells will hit a target even if they have the 'Reflect' status.

Can be learned by equipping:

Armor

ローブオブロード-Roobuoburoodo (Robe of Lord)

Accessories

パールルージュ-Paaruruuju (Pearl ?)

精神統一-Seishintouu (Mind Relationship) CP cost: 10.
AP to learn: 80.

Effectiveness of magic is increased.

Can be learned by equipping:

Armor

ローブオブロード-Roobuoburoodo (Robe of Lord)

Accessories

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

消費MP半減-Shouhi MP Hangen (Consume Half MP) CP cost: 11.
AP to learn: 125.

MP cost of spells in battle is reduced by 50%.

Can be learned by equipping:

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: 30.

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)

Armllets

ヒスイの腕輪-Hisui no Udewa (Hisui Armlet)

Armor

大地の衣-Daichi no Gi (Earth Clothes)

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

Accessories

サファイア-Safaia (Sapphire)

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:

Helmets

司祭の帽子-Shisai no Boushi (Priest's Hat)

Armllets

ヒスイの腕輪-Hisui no Udewa (Hisui Armlet)

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: 50.

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

Can be learned by equipping:

Armllets

エゴイストの腕輪-Egoisuto no Udewa (Egoist Armlet)

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: 60.

Gain twice the AP in battles.

Can be learned by equipping:

Weapons

星くずのロッド-Hoshikuzu no Rodo (Stardust Rod)

Helmets

グリーンベレー-Guriinberee (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)

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: 25.

Character is immune to sleep attacks and magic.

Can be learned by equipping:

Helmets

バンダナ-Bandana (Bandanna)

司祭の帽子-Shisai no Boushi (Priest's 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: 15.

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 Armlet)

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)

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

AP to learn: 20.

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-Majutsushi no Boushi (Mage Master's Hat)

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

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

AP to learn: 40.

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-Saakureto (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: 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:

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)

白のローブ-Shiro no Roobu (White Robe)

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: 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)

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)

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: 25.

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-Guriinberee (Green Beret)
サークレット-Saakureto (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)

おうえん-Ouen (Support) CP cost: 12.

AP to learn: 190.

The attack power for Summons is higher with this Ability equipped. Please note that you will always have to watch the long version of every summon if this is equipped, so complainer beware...

Can be learned by equipping:

Accessories

ふゆう石のかけら-Fuyuuishi no Kakera (Wealth Stone Fragment)

斬鉄ダメージ-Zantetsudameeji (Steel-Edged Damage) CP cost: 5.

AP to learn: 50.

When this Ability is equipped, if Odin's 斬鉄剣-Zantetsuken (Steel-Edged Sword) attack cannot kill an enemy instantly, it will do attack damage instead. Rather helpful, actually as Odin was doing damage in the 8000's for only 28 MP compared to Bahamut doing 6000's and taking 56 MP to use.

Can be learned by equipping:

Accessories

いにしえのかおり-Inishe no Kaori (? Scent)

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