

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

by Red Scarlet

Updated to v1.0 on May 11, 2000

Final Fantasy IX

Eiko's Abilities Information and Translations-Version 1.0

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Version 1.0 11/05/00-Created FAQ for Eiko.

<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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アビリティのエーコ-Abiriti no Eeko (Eiko's Abilities)

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

カーバンクル	24	フェンリル	30
フェニックス	32	マディーン	54
ケアル	6	ケアルラ	10
ケアルガ	22	リジェネ	14
レイズ	8	アレイズ	24
ポイズナ	4	ストナ	8
エスナ	20	シェル	6
プロテス	6	ヘイスト	8
サイレス	8	ミニマム	8
リフレク	6	レビテト	6
デスペル	16	フェイス	14
ジュエル	4	ホーリー	36

Carbunkle	24	Fenrir	30
Phoenix	32	Madain	54
Cure	6	Cura	10
Curaga	22	Regen	14
Raise	8	Araise	24
Poisona	4	Stona	8
Esuna	20	Shell	6
Protect	6	Haste	8
Silence	8	Minimum	8
Reflect	6	Levitate	6
Dispel	16	Faith	14
Jewel	4	Holy	36

カーバンクル-Kaabankuru (Carbunkle) MP cost: 24.

AP to learn: 35.

Summons Carbunkle, who uses ルビーの光-Rubii no Hikari (Ruby Light). Casts Reflect on all party members. If Eiko equips an エメラルド-Emerarudo (Emerald) as her accessory, Carbunkle will use エメラルドの光-Emerarudo no Hikari (Emerald Light), which casts Haste on all party members. If she equips a ダイヤモンド-Daiyamondo (Diamond) as her accessory, Carbunkle will use ダイヤのかがやき-Daiya no Kagayaki (Diamond Radiance), which casts Vanish on all party members.

Can be learned by equipping:

Accessories

ルビー-Rubii (Ruby)

-----

フェンリル-Fenriru (Fenrir) MP cost: 30.

AP to learn: 55.

Summons the mythological wolf along with an old favorite, Titan. Together they do the attack 大地の怒り-Daichi no Ikari (Earth's Fury), an Earth elemental attack. Do not use this on flying enemies; as it will miss.

Can be learned by equipping:

Accessories

サファイア-Safaia (Sapphire)

-----

フェニックス-Fenikusu (Phoenix) MP cost: 32.

AP to learn: 40.

Summons the legendary bird of rebirth. Uses 転生の炎-Tensei no Hono'o (Fire Rebirth), a fire-based attack on all enemies, and revives all fallen allies with about 60% of their HP.

Can be learned by equipping:

Accessories

フェニックスの羽-Fenikusu no Hane (Phoenix Feather)

-----

マディーン-Madiin (Madine) MP cost: 54.

AP to learn: 120.

Could be Tina's (Terra's) father from part VI, but that summon's name was spelled マディン-Madin....so it could be, or it might not. They do look somewhat similar in their appearance, however. When Madine appears, he uses his テラホーミング-Terahooming (Terra Homing) attack, which does Holy damage to all enemies.

Can be learned by equipping:

Accessories

リボン-Ribon (Ribbon)

-----

ケアル-Kearu (Cure) MP cost: 6.

AP to learn: .

Low-level HP recovery spell.

Can be learned by equipping:

Weapons

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: 40.

Mid-level HP recovery spell.

Can be learned by equipping:

Weapons

ゴーレムのふえ-Gooremu no Fue (Golem Flute)

Accessories

バレッタ-Bareta (Barette)

-----

ケアルガ-Kearuga (Curaga) MP cost: 22.

AP to learn: 80.

Highest level HP recovery spell.

Can be learned by equipping:

Weapons

ヒューメルーン-Hyuumeruun

天使のふえ-Tenshi no Fue (Angel Flute)

-----

リジエネ-Rijene (Regen) MP cost: 14.

AP to learn: 25.

The character will receive about 5% of their Max HP at regular intervals.

Can be learned by equipping:

Weapons

妖精のファイフ-Yousei no Faifu (Fairy Fife)

Accessories

妖精のピアス-Yousei no Piasu (Fairy Pierce)

-----

レイズ-Reizu (Raise) MP cost: 8.

AP to learn: 35.

Revives a fallen comrade in battle, and restores about 50% of their HP.

Can be learned by equipping:

Weapons

ゴーレムのふえ-Gooremu no Fue (Golem Flute)

Accessories

カチューシャ-Kachuusha

転生の指輪-Tensei no Yubiwa (Rebirth Ring)

-----

アレイズ-Areizu (Araise) MP cost: 24.

AP to learn: 90.

Revives a comrade in battle with full HP.

Can be learned by equipping:

Weapons

セイレーンのふえ-Seireen no Fue (Siren Flute)

Armor

光のローブ-Hikari no Roobu (Light Robe)

-----

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

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)

ラミアのふえ-Ramia no Fue (Lamia Flute)

-----

エスナ-Esuna (Esuna) MP cost: 20.

AP to learn: 80.

Same as the 万能薬-Bannouyaku (Remedy), this spell will cure any status ailment, except for death. (Possibly does not cure Zombie either.)

Can be learned by equipping:

Weapons

妖精のファイフ-Yousei no Faifu (Fairy Fife)

セイレーンのふえ-Seireen no Fue (Siren Flute)

天使のふえ-Tenshi no Fue (Angel Flute)

Armor

ラバーコンシャス-Rabaakonshasu (Rubber Conscious)

-----

シェル-Sheru (Shell) MP cost: 6.

AP to learn: 20.

Magic damage is reduced by 50%.

Can be learned by equipping:

Weapons

マルチナラケット-Maruchinaraketo (Martina Racket)  
ミスリルラケット-Misuriruraketo (Mithril Racket)

#### 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: .  
Physical damage is reduced by 50%.

Can be learned by equipping:

#### Weapons

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

#### Helmets

とんがり帽子-Tongariboushi (Pointed Hat)

#### Accessories

デザートブーツ-Dezaatobuutsu (Desert Boots)

-----

ヘイスト-Heisuto (Haste) MP cost: 8.  
AP to learn: 30.  
AT bar goes up twice as fast, and the 'Slow' spell will be ineffective against a character.

Can be learned by equipping:

#### Weapons

妖精のファイフ-Yousei no Faifu (Fairy Fife)

#### Accessories

エメラルド-Emerarudo (Emerald)  
エルメスのくつ-Erumesu no Kutsu (Hermes' Shoes)

-----

サイレス-Sairesu (Silence) MP cost: 8.  
AP to learn: .  
Attempts to block a target's spells.

Can be learned by equipping:

#### Weapons

ラミアのふえ-Ramia no Fue (Lamia Flute)

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

Armllets

魔法の腕輪-Mahou no Udewa (Magic Armlet)

-----

ミニマム-Minimamu (Minimum) MP cost: 8.

AP to learn: .

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)

Accessories

フェザーブーツ-Fezaabuutsu (Feather Boots)

-----

リフレク-Rifureku (Reflect) MP cost: 6.

AP to learn: .

Reflects most spells back to the caster.

Can be learned by equipping:

Weapons

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)

-----

レビテト-Rebiteto (Levitate) MP cost: 6.

AP to learn: .

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

ラミアのふえ-Ramia no Fue (Lamia Flute)

Helmets

ラミアのティアラ-Ramia no Tiara (Lamia Tiara)

Accessories

フェザーブーツ-Fezaabuutsu (Feather Boots)

-----

デスペル-Desuperu (Dispel) MP cost: 16.

AP to learn: 35.

Will remove positive status enhancements (Haste/Regen/Reflect/Shell) from a target.

Can be learned by equipping:

Weapons

セイレーンのふえ-Seireen no Fue (Siren Flute)

ねこの手ラケット-Neko no Shuraketo (Cat Paw Racket)

-----

フェイス-Feisu (Faith) MP cost: 14.

AP to learn:

Target's Attack Power goes up for the battle.

Can be learned by equipping:

Weapons

ヒューメルーン-Hyuumeruun

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

-----

ジュエル-Jueru (Jewel) MP cost: 4.

AP to learn:

Turns a weakened enemy (less than 25% HP) into a Jewel. If you've used the Ragnarok esper in 6, the Morph command in 7, or the Card command in 8, this is the same drill.

Can be learned by equipping:

Weapons

ヒューメルーン-Hyuumeruun

-----

ホーリー-Hoorii (Holy) MP cost: 36.

AP to learn: 110.

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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.)

Eiko'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
MP20%アップ	8	いやしの	2



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	モグのおまもり	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

Always Reflect	15	Always Levitate	6
Always Haste	9	Always Regen	10
Life Guard	12	MP 10% Up	4
MP 20% Up	8	Healing Touch	2
Reflect Piercing	7	Mind Relationship	10
Consume Half MP	11	Full Moon Heart	8
No Freeze/Burn	4	Level Up	7
Ability Up	3	Mog's Protection	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

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

AP to learn: 70.

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: 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:

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: .

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:

Weapons

ゴーレムのふえ-Gooremu no Fue (Golem Flute)

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: 100.

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-MP10%appu (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 Clothes)

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)

イクステンション-Ikusutenshon (Extension)

-----

MP20%アップ-MP20%appu (MP 20% Up) CP cost: 8.  
AP to learn: 50.

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: 20.

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)

-----

リフレク貫通-Rifurekutsuranutsuu (Reflect Piercing) CP cost: 7.  
AP to learn: 55.

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: 90.

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: 120.

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: .

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)

Armlets

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: 20.

'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)

Armlets

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: 65.

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

Can be learned by equipping:

Armlets

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: .

Gain twice the AP in battles.

Can be learned by equipping:

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)

-----

モグのおまもり-Mogu no Omamori (Mog's Protection) CP cost: 3.

AP to learn: 30.

Not sure, but perhaps Mog will protect Eiko in battles sometimes? Doesn't lower the chance of getting fought randomly, I do know that.

Can be learned by equipping:

Accessories

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

リボン-Ribon (Ribbon)

-----

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 (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: .

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: .

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)

Armor

シルクのローブ-Shiruku no Roobu (Silk Robe)

白のローブ-Shiro no Roobu (White Robe)

Accessories

パールルージュ-Paaruruuju (Pearl ?)

-----

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-Saakureto (Circlet)

Armlets

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: .

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: .

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: .

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 Armllet)

## 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: 150.

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-Fuyuishishi no Kakera (Wealth Stone Fragment)

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



