

Final Fantasy IX Abilities FAQ

by Ryurouden_2000

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FFFFF  II  N  N  A  LL  
F      II  NN  N  A A  LL  
F      II  N N  N  A  A  LL  
FFFFF  II  N  N  N  A  A  LL  
F      II  N  N N  AAAAAA LL  
F      II  N  NN  A  A  LL  
F      II  N  N  A  A  LLLLLL
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FFFFF  A  N  N  TTTTTTTT  A  SSSS  Y  Y  
F      A A  NN  N  TT  A A  S  Y  Y  
F      A  A  N N  N  TT  A  A  S  Y  Y  
FFFFF  A  A  N  N  N  TT  A  A  SSSS  Y  
F      AAAAAA  N  N N  TT  AAAAAA  S  Y  
F      A  A  N  NN  TT  A  A  S  Y  
F      A  A  N  N  TT  A  A  SSSS  Y
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II  X  X  
II  X  X  
II  X  X  
II  X  
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## Abilities FAQ

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Version 0.6

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1.Disclaimer  
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2.Version Information
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Version 0.7 (22/12/2000)
-Start to write this FAQ
-Completed some part of this FAQ

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3.Important Information  
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This faqs is just tell you how to learn a new ablities and its descreption.If you are finding a walkthrough,please go to another FAQ. If I have miss something in this FAQ,please tell me.

And now,lets talk about ablities.  
Every charachter in FF9 has their own ablities.All the ablities have their good and bad.To learn a new ablities,you have equip a item. A item contains ablities.There maybe one or more.At first,you must equip that item to use that ablities you learned.When you have gain enough AP,you will be able to use the ablities without equipping that item.

There have two type of ablities in FF9,they are support type and battle type.Support type ablities cost magic stone and it can't be used in battle.It only make you stronger in battle.Battle type ablities(skill) can be used in battle.It may cost MP or not.

When a character in trance mode,some of his/her ablities will change and become stronger.For example,Zidane's SKILL ablities will change to DYNE ablities in trance mode.To boost up the trance bar faster,you can equip a support type ablities that call HIGH TIDE.

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4.Zidane's Ablities
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i)Battle Type

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Flee

MP cost : --
Learn from : Dagger,Mage Masher,Zorlin Shape,Ultima Weapon,
Germinas Boots
Descreption : Escape from battle with high probability.
Comment : It is useful when you are weak or rush but it drop gils.
I don't use this often.It doesn't work in boss fight.
Grade : B-

-+-+-+-----
Detect

Mp cost : --
Learn from : Mage Masher,Orichalcon
Descreption : See the enemy's items.
Comment : It is not very useful and I prefer to steal without detect
because it's wasting turn.
Grade : D

-+-+-+-----
What's That!?

MP cost : 2
Learn from : Butterfly Sword
Descreption : Allows back attack.
Comment : I don't like this skill because when you use it,you have to
wait until next turn to attack and in that time,your enemy
had turn back.
Grade : C

-+-+-+-----
Soul Blade

MP cost : 6
Learn from : The Orge
Descreption : Draws out the hidden power in theif swords.(--> is draw out)

Mage Masher --> Silence
Butterfly Sword --> Silence
The Orge --> Darkness
Gladius --> Slow
Exploda --> Trouble
Rune Tooth --> Poison
Angel Bless --> Confuse

Comment : The power of this skill is depend on the weapon we equiped.
Some are good.

Grade : B

Annoy

MP cost : 4

Learn from : Gladius,Sargatanas

Descreption : Causes Trouble to the target.

Comment : It is very useful in facing mutiple enemies.Just attack the one who you cause Trouble physically.

Grade : A-

Sacrifice

MP cost : 32

Learn from : Exploda,Masamune

Descreption : Sarcricife youself to restore HP and MP to the other party members.

Comment : It required 32MP to use it.After using it,Zidane's HP and MP will all become 0 then HP and MP of all the other party members will be restore.It's useful exspecially when Zidane is in near death status.

Grade : A

Lucky Seven

MP cost : 6

Learn from : Exploda,Rune Tooth,The Tower

Descreption : Deals physical damage by luck.

Comment : It is quite bad and always hurt enemy by a little bit.

Grade : E-

Theivery

MP cost : 8

Learn from : Angel Bless,The Tower

Descreption : Deals physical damage to the target.

Comment : It is bad!It is worse than normal attack.

Grade : D-

ii)Support Type

I will update next time!

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I will update next time!

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6. Vivi's Abilities
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I will update next time!

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7. Steiner's Abilities  
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i) Battle Type  
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Minus Stirke

MP cost : 8  
Learn from : Iron Sword, Rubber Helm  
Description : Damages with the difference between your max HP and current HP.  
Comment : It is useful on the first 3 disc but in the end of disc 3 and disc 4, it is worse than normal attack.  
Grade : B-

-+-+-+~

Power Break

MP cost : 8  
Learn from : Diamond Sword  
Description : Reduces the enemy's Attack Power.  
Comment : I often use this in boss fight.  
Grade : C+

-+-+-+~

Armor Break

MP cost : 4  
Learn from : Mythril Sword  
Description : Reduces the enemy's Defense.  
Comment : I like to use it in boss fight so I can damage it better.  
Grade : C+

-+-+-+~

Mental Break

MP cost : 8  
Learn from : Ice Brand, Gold Helm  
Description : Reduces the enemy's Magic Defense.  
Comment : I like this! It's very useful. It's like increase the Magic

Power of Vivi.

Grade : B-

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Charge!

MP cost : 10

Learn from : Coral Sword

Description : Makes all Near Death party member 'Attack'.

Comment : --

Grade : --

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I will update all later!

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