

# Final Fantasy IX Skills List

by Elranzer

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Final Fantasy IX - Lists of Skills

by Elranzer

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Legal Stuff

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Here is an incomplete list of spells, skills, etc. My guide to the game doesn't list them to keep the print pages low so this is a complement guide.

Each list goes down in order they appear in battle if you have them all, so you don't need to be able to read Japanese to know what each skill does. Just count down to the skill you want.

Note: Classic Final Fantasy spell names are used (ex. Cure 2 instead of Keal-Ra, Bolt 3 instead of Thunder-Ga, Life instead of Rise, etc.)

This is best printed with Microsoft Word, period.

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I-1. Zidane's Secret Technique

-----  
Smoke Bomb - everyone runs away if possible  
Peep - See the enemy's items  
Advantage - Resets all enemies's ATB gauge  
Soul Katana - Puts enemy to sleep  
Inconvenience - Silences enemy  
Life Disown - Sacrife Zidane's life to fill ally's HP and MP  
Rich Seven - Non-elemental damage, variable unknown  
Robber's Creed - Non-elemental damage, variable unknown

I-2. Zidane's Inner Technique (TRANCE)

-----  
Free Energy - FIRE-elemental damage to enemy  
Tidal Flame - FIRE-elemental damage to all enemies  
Scope - ?  
Soft Break - ?  
Solar Circle - ?  
Mist Star - ?  
Fire Dance - FIRE-elemental damage to enemy  
Grand Lethal - FIRE-elemental damage to all enemies

#### II-A. Garnet's Summons

-----

Shiva - ICE-elemental damage to all enemies  
Ifrit - FIRE-elemental damage to all enemies  
Ramuh - LIGHTNING-elemental damage to all enemies  
Atomos - Non-elemental damage to all enemies  
Leviathan - WATER-elemental damage  
Odin - Instant death for all enemies  
Bahamut - Non-elemental damage to all enemies  
Ark - Ultimate non-elemental damage to all enemies

#### II-B. Garnet's White Magic

-----

Cure - Heals small HP  
Cure 2 - Heals more HP  
Cure 3 - Heals big HP  
Life - Restores a dead ally without much HP  
Libra - See target's stats  
Poisona - Removes POISON effects  
Stona - Removes STONE effects  
Shell - Raises Magic Defense  
Protect - Raises Physical Defense  
Silence - Target cannot use magic  
Minimum - Shrinks enemy  
Reflect - Spells cast on target bounce to another target  
Confuse - Target may attack members of own party  
Berserk - Target uncontrollably attacks but is stronger  
Blind - Target cannot see and may miss when attacking  
Levitate - Target floats, is safe from EARTH-elemental damage

#### III. Vivi's Black Magic

-----

Fire - Level 1 FIRE-elemental damage  
Fire 2 - Level 2 FIRE-elemental damage  
Fire 3 - Level 3 FIRE-elemental damage  
Sleep - Puts target to sleep  
Ice - Level 1 ICE-elemental damage  
Ice 2 - Level 2 ICE-elemental damage  
Ice 3 - Level 3 ICE-elemental damage  
Slow - Target's ATB gauge fills slower  
Bolt - Level 1 LIGHTNING-elemental damage  
Bolt 2 - Level 2 LIGHTNING-elemental damage  
Bolt 3 - Level 3 LIGHTNING-elemental damage  
Stop - Target cannot move  
Poison - Level 1 POISON-elemental damage, causes POISON status  
Bio - Level 2 POISON-elemental damage, causes POISON status  
Osmose - Suck MP from target

Drain - Suck HP from target  
Gravity - Half target's current HP  
Comet - Level 2 Non-elemental damage to targets  
Death - Instant death to target  
Break - Causes STONE status to target, instant death to enemies  
Water - Level 2 WATER-elemental damage to target  
Meteor - Level 3 Non-elemental damage to targets, misses often  
Flare - Level 3 Non-elemental damage to target  
Jihard - Level 4 Non-elemental damage to everyone in battlefield

#### IV-A. Steiner's Sword Tech

-----

Gloom Sword - Steiner uses his own HP for critical damage to enemy  
Backwards Sword - Damage, based on ????  
Ianimeki - ????  
Power Break - Lowers enemy strength  
Armor Sword - Lowers enemy defense  
Mental Break - Lowers enemy magic defense  
Magic Break - Lowers enemy magic power  
Crash Charge - Damage to enemy  
Thunder Sword - LIGHTNING-elemental damage to enemy  
Stock Break - Damage to enemy  
Crime Hazard - Big damage to all enemies  
Shock - Big damage to enemy

#### IV-B. Steiner's Sword Magic with Vivi

-----

(Note: Only available when Vivi is in party)  
Fire - FIRE-elemental sword attack  
Fire 2 - Stronger FIRE-elemental sword attack  
Fire 3 - Strongest FIRE-elemental sword attack  
Ice - ICE-elemental sword attack  
Ice 2 - Stronger ICE-elemental sword attack  
Ice 3 - Strongest ICE-elemental sword attack  
Bolt - LIGHTNING-elemental sword attack  
Bolt 2 - Stronger LIGHTNING-elemental sword attack  
Bolt 3 - Strongest LIGHTNING-elemental sword attack  
Bio - POISON-elemental sword attack  
Water - WATER-elemental sword attack  
Flare - Extremely strong sword attack  
Jihard - Ultimate sword attack, doesn't hurt your party

#### V. Freija's Dragon Technique

-----

Dragon Sword - Strong attack  
Lazy Wind - casts REGEN on all party members  
Dragon Breath - Strong attack on all enemies  
White Draw - Sucks MP from enemy, distributes it to party members  
Lunar - Casts BERSERK on all party members  
Six Dragons - Random effects to everyone  
Blossom of Confusion - Strong damage to enemy  
Dragon's Seal - Damage to enemy, variable unknown

#### VI. Quina's Blue Magic

-----

(Note: You must EAT an enemy to learn it's Blue Magic)

Goblin Punch - Big damage to enemies at the same level as Quina  
Level 5 Death - DEATH to all Level 5 enemy  
Level 4 Holy - HOLY-damage to Level 4 enemy  
Level 3 Def. Less - Lowers Level 3 enemy defense to a third  
Magic Hammer - Decreases enemy MP  
Pumpkin Head - Damage, based on Quina's HP and MP difference  
Aqua Breath - WATER-elemental damage  
Mighty Guard - Casts SHELL and PROTECT on entire party  
Matra Magic - Non-elemental damage  
Bad Breath - Casts all bad status on enemy  
Limit Glove - HOLY-elemental damage to enemy  
Blow Fish - Cactrot's 1000 HP damage strike  
Night - Casts SLEEP on you and enemy  
Twister - WIND-elemental damage  
Earth Shake - EARTH-elemental damage  
Angel's Tear - Restores entire party's status  
Frog Stomp - Damage, based on how many frogs Quina ate  
White Wind - Heals HP for whole party  
Vanish - Target will be invisible and cannot be attacked  
Breeze - puts FREEZE bad status to target  
Mustard Bomb - puts HEAT bad status to target  
Death Roulette - Random character in battle gets DEATH  
Life 3 - Auto-LIFE if target is killed

#### VII-A. Eiko's White Magic

-----  
Cure - Heals small HP  
Cure 2 - Heals more HP  
Cure 3 - Heals big HP  
Regen - Restores HP automatically while in battle  
Life - Restores a dead ally without much HP  
Life 2 - Restores a dead ally with full HP  
Poisona - Removes POISON effects  
Stona - Removes STONE effects  
Esuna - Removes any bad effects except ZOMBIE  
Shell - Raises Magic Defense  
Protect - Raises Physical Defense  
Haste - Target's ATB gauge fills faster  
Silence - Target cannot use magic  
Minimum - Shrinks enemy  
Reflect - Spells cast on target bounce to another target  
Levitate - Target floats, is safe from EARTH-elemental damage  
Dispell - Disenchants any advantage effects like HASTE, SHELL, etc  
Faith - Increases target's strength in battle  
Jewel - Attempts to turn target in a JEWEL item  
Holy - Level 3 HOLY-elemental damage to target

#### VII-B. Eiko's Summons

-----  
Carbuncle - REFLECT on all allies, but equip other stones and...  
Fenris Wolf - Non-elemental damage to all enemies  
Pheonix - FIRE-elemental damage to all enemies, revives dead allies  
Maduin - Ultimate Non-elemental damage to all enemies

#### VIII. Salamander's (Armarant's) Blitz

-----

(Note: You DON'T have to do crazy button combos like in FF6)

Chakra - Heals Salamander's HP and MP  
Loose Change - Throw Gil as damage  
Aura - Casts REGEN and LIFE 3 on target  
???? - ?  
Incantation - ?  
Revive - Same as casting LIFE  
Gravity Punch - GRAVITY-elemental damage  
Premonition Punch - Casts COUNTDOWN TO DEATH on enemy

#### IX-A. Beatrix's Holy Sword Tech

-----  
Thunder Sword - LIGHTNING-elemental sword attack  
Stock Break - Strong sword attack  
Crime Hazard - Ultimate damage to all enemies  
Shock - Ultimate damage to one enemy

#### IX-B. Beatrix's Holy White Magic

-----  
Cure 2 - Heals more HP  
Life - Restores a dead ally without much HP  
Life 2 - Restores a dead ally with full HP  
Esuna - Removes any bad effects except ZOMBIE  
Silence - Target cannot use magic  
Reflect - Spells cast on target bounce to another target  
Blind - Target cannot see and may miss when attacking  
Holy - Level 3 HOLY-elemental damage to target

#### Elranzer Stuff

-----  
- Thanks to GameFAQs for publishing this  
- Thanks to JL Lee for some translations  
- Thanks to all 1,798 of you who reminded me of Leviathan's summon  
- Thanks to EVERYONE who helped with Blue Magic, you know who you are  
- Wanna help with Blitz? Email me at Elranzer2@hotmail.com

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