

Basic: Provides 10 Armor health. Requires Sailing Skill. In any ship or water-based module allows user to take 5 steps grab a willing Target and return to where they started from ignoring all damage and effects.

Proficient: In any ship or water-based module (diving out to sea etc) allows Proficient Faithful Miracles users to target 'Entire Ships Crew' instead of a single faith.

Master: In any ship or water-based module (diving out to sea etc) users of Master Faithful Miracles can Target 3 Targets instead of a single target. Requires Master Faithful miracles to use.

Saint: Spend 1 Resolve during any ship or water-based module (diving out to sea etc) to point to up to 5 Targets within arms reach and call 'Upsurge: At Next Bleedout Heal 10 Body'