

SEALED SPIRIT

At 1st level, the Vessel gains the Sealed Spirit feature. The following Patreon exclusive options are available in addition to the Sealed Spirits presented with the base [Vessel Class](#):

The Mythic Hero

THE MYTHIC HERO

When the order of existence is threatened, it is inevitable that a mortal hero will rise up in defense of the realm. Once they vanquish the threat, these heroes often return to a mundane life and live out their remaining days in bucolic happiness. However, some Mythic Heroes have their Spirit called back and bound to a mortal to stand against great evil once again.

Vessel Level	Feature
1st	Heroic Regalia
6th	Mythic Skill
14th	Improved Extra Attack
20th	Legend Reborn

HEROIC REGALIA

1st-level Mythic Hero Spirit feature

The Mythic Hero bound to your soul grants you its knowledge of war. You gain proficiency with heavy armor and shields.

You can also use Iridescent Strike to empower a weapon attack, causing it to deal magical damage. If the damage die of the weapon is smaller than your Iridescent Strike damage die, you use the damage die of your Iridescent Strike instead.

If you use Iridescent Strike to empower an unarmed strike, it deals magical slashing damage in place of bludgeoning.

MYTHIC EXPLOITS

2nd-level Mythic Hero Spirit feature

In place of granting you Spirit Spells, your Spirit imbues you with some of the skills that made them into a legendary hero, allowing you to use Exploits. You gain the following features:

Exploit Dice. The Mythic Exploits table shows how many Exploit Dice you have to use Exploits. To use an Exploit, you expend an Exploit Die, and you regain all of your expended Exploit Dice each time you finish a short or long rest.

High Degree. Your Vessel level limits the technicality of the Exploits you are able to perform. This limit is reflected in the High Degree column of the Mythic Exploits table.

Exploits. You learn two Martial Exploits of your choice from those available to the [Alternate Fighter](#). You can only use one Exploit per ability check, attack, or saving throw.

When you gain a Vessel level, you can replace one Exploit you know with another Martial Exploit of your choice.

Saving Throws. If an Exploit requires a creature to make a saving throw, the saving throw DC is calculated as follows:

Exploit save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

HEROIC ARCHON

3rd-level Mythic Hero Spirit feature

You take the form of a legendary hero. When you transform into Archon Form, you use the Heroic Archon stat block:

HEROIC ARCHON

Medium Humanoid (Shapechanger)

Armor Class 15 + your Charisma modifier

Speed 40 ft.

Skills Athletics +PB, History +PB

Condition Immunities frightened, stunned

Languages any languages you know

Legendary Resilience. When the Archon fails an ability check or saving throw that uses Strength, Dexterity, or Constitution, it can expend a Vessel Magic spell slot or an Exploit Die to change its d20 roll to a 20.

Mythic Warrior. The Archon can use a bonus action to take the Dash action, or attempt a shove or grapple.

MYTHIC SKILL

6th-level Mythic Hero Spirit feature

The Mythic Hero within bestows you with a greater amount of its skill. You learn one Fighting Style of your choice from those available to the [Alternate Fighter](#) class.

Also, at the end of each long rest, you can commune with the Spirit bound within you and replace your Fighting Style with another Fighting Style available to the Alternate Fighter. In place of replacing your Fighting Style, you can replace one Exploit you know with another Exploit of the same Degree.

IMPROVED EXTRA ATTACK

14th-level Mythic Hero Spirit feature

Your Archon wields weapons as an extension of itself. You can attack three times, instead of twice, when you take the Attack action while you are in your Archon Form.

LEGEND REBORN

20th-level Mythic Hero Spirit feature

The Hero of legend bound within your soul walks the world again in your flesh, if only temporarily. When you are in your Archon Form you gain the following additional benefits:

- You assume the appearance The Mythic Hero had in life.
- You gain resistance to all damage from weapon attacks.
- Once per turn, you can use one Exploit you know without expending an Exploit Die, rolling a d6 for the Exploit Die.
- You gain the benefits of the *freedom of movement* spell.



MYTHIC EXPLOITS

Vessel Level	Exploits Known	Exploit Die	Exploit Dice	High Degree
2nd	2	d4	1	1st
3rd	2	d4	2	1st
4th	2	d4	2	1st
5th	3	d4	2	1st
6th	3	d4	2	1st
7th	4	d6	3	2nd
8th	4	d6	3	2nd
9th	4	d6	3	2nd
10th	4	d6	3	2nd
11th	5	d6	3	2nd
12th	5	d6	3	2nd
13th	5	d6	3	2nd
14th	5	d6	3	2nd
15th	6	d8	4	3rd
16th	6	d8	4	3rd
17th	6	d8	4	3rd
18th	6	d8	4	3rd
19th	7	d8	4	3rd
20th	7	d8	4	3rd

MULTICLASSING & EXPLOITS

Your martial skill depends partly on your combined levels in classes that learn Exploits, and partly on your individual levels in each class. If your group uses the optional rule for multiclassing and you learn Exploits from more than one class, you use the following rules: [Alternate Martial Multiclassing](#).



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