

Homebrew Classes

Defense	DRUID 	Barbarian <i>(Alternate)</i> 	Militiaman 	Warden 	Shellweaver 		
Damage	WARLOCK 	Acrobat 	Gunslinger 	Illrigger 	Spellblade 	Arsenal 	Swashbuckler 
Support	BARD 	Warlord 	Troubadour 	Savant 			
Generalist	PALADIN 	Monk <i>(Alternate)</i> 	Fighter <i>(Alternate)</i> 	Blood Hunter 	Punk 	Summoner 	Vessel 
Utility	Ranger <i>(Alternate)</i> 	WIZARD 	Artificer 	Rogue <i>(Alternate)</i> 			
Flexible	CLERIC 	SORCERER 	Occultist 	Psion 	Inventor 		

More Complex - (Unique systems, so many choices)	Summoner 	WIZARD 	Psion 	SORCERER 	WARLOCK 	Arsenal 	Troubadour 	 TIERMAKER
Somewhat complex - More options, harder to understand, but easy in practice	Occultist 	Armor Core 	DRUID 	Vessel 	Spellblade 	Fighter (Alternate) 	Artificer 	Blood Hunter 
Standard	Illrigger 	BARD 	Militiaman 	Warlord 	Barbarian (Alternate) 	Acrobat 	PALADIN 	
Somewhat Simplistic - Not too hard to build or play	CLERIC 	RANGER 	Rogue (Alternate) 	Gunslinger 	MONK 	Punk 	Warden 	Swashbuckler 
Very Simplistic - Mostly just do one thing very well each turn	BARBARIAN 	FIGHTER 	ROGUE 					

Psion

(Kibblestasty)

<https://www.gmbinder.com/share/-LZSNMgmChWNGW979hrj>

This is like a warlock/wizard hybrid. You have a d6 hit die and a lot of spells, but this class differs in a few ways:

1. Psi Points. Instead of spell slots, you get psi points, and you expend psi points to cast spells (2 points for a 2nd level spell, real simple). You don't gain very many, only enough to cast 2 spells, but you gain them back on a short rest like a warlock. (I'd rather use a [long rest variant](#) for both tho)
2. Disciplines. Instead of choosing spells, you choose from disciplines, which grant you a preset list of spells. You get one discipline from your choice of subclass, and then choose a second at level 3.
3. Powers and Talents. Psionic talents are analogous to warlock invocations but more interesting, another set of choices that improve your stats and give you extra abilities. Powers are like cantrips, but you can dynamically empower them by spending psi points up to your max casting level, changing their range, damage, conditions, etc.

[Expanded Options](#) (Extra feats, talents, magic items)

[Illusive Mind Subclass](#) (Creates Illusions)

[Tempestuous Mind Subclass](#) (Controls Weather)

[Twinned Mind Subclass](#) (Self Duplicates)

Spellblade

(Kibblestasty)

<https://static1.squarespace.com/static/5e7eab9fcc76e2321541f8b3/t/67368270601f7e4ce687eefd/1731625591120/SpellbladeV1.3-compressed.pdf>

This one's pretty neat - You get to cast spells by attacking. It's kind of like a Paladin's Smite, but with a lot more freedom, because, you know,

you're actually casting spells. I really like the concept, and it's pretty reasonably balanced.

They do need a little buff, so I would house rule that they can use spellstrike without a bonus action and a few things like that, but its mostly the same class.

(This was updated from 1.1 to 1.3 and I haven't looked at the new version yet.)

Warden

(Kibblestasty)

<https://static1.squarespace.com/static/5e7eab9fcc76e2321541f8b3/t/64389682b9f0202aaab5fb79/1681430148052/Warden+v1.2+-+compressed.pdf>

Barbarians are the closest thing to a 'tank' normally, but still focus half on pure damage, and also have generally low AC and a weakness to magic.

Wardens are more fully focused on defense, with enhanced armor, damage reduction, and the like. On top of that, they also gain some innate magic stuff, and a bunch of customizable effects.

(Now that I've read through the whole thing, it's actually super similar to the militiaman, which I made ENTIRELY INDEPENDENTLY, but more magic-themed instead of military-themed. They're... probably roughly the same strength, though, with Warden having a bit better support, defense, and utility with the militiaman having a bit better saving throws, offense, and reliability.)

Occultist

(Kibblestasty)

<https://static1.squarespace.com/static/5e7eab9fcc76e2321541f8b3/t/63e9aac5f869c7034c3422e5/1676257991888/Occultist+v1.3.2+-+compressed.pdf>

You're a normal spellcaster that gets a version of Eldritch Invocations. Some of these invocations are crazy strong, too, you can make some really solid builds with this class. It is, again, more focused on the subclasses, which are all pretty damn strong. There's the witch, which gives you a familiar and a few exclusive spells, the hedge mage, which lets you learn and twist primal magic like some sort of bootleg sorcerer and makes you better with cantrips, the oracle, which lets you dodge and specialize in a certain type of spell, and the shaman, which lets you use summoned spirits to become a pretty damn capable melee fighter, still with all your spells to boot.

(There is also a little 'expansion' for this class to use blood magic, which I wasn't all that interested in, but can be found [here](#).)

Summoner

(Kibblestasty)

<https://www.gmbinder.com/share/-NuA6U0r1IzE60jPqqtS>

One note: Spells like conjure animals/conjure minor elementals are notoriously busted. Even stuff like spirit of death/summon elemental are still ridiculously strong and pretty far above what a spell should be doing. This class is not balanced against those spells, it's balanced against what is standard for other characters to do. If you don't ban those spells,

though, a wizard might still outpace this character just in terms of summoning because of how unbalanced those spells are.

A more recent class that does exactly what you think it would. You're a half-caster with the ability to create a companion. Since its made by KT, it's pretty tightly balanced, and this one is more mechanically sound than any other dnd summoner i've seen. It is a little complex, and unique compared to other summoner classes: In order to summon your summon, you need to give up your own hit points, and it gets double the amount. Plus, while the summon has its own turns at the same time as yours, it's really like, half a turn, since they need to choose between either moving or attacking (unless you use your own action). Also, you choose from a 'type' of summon that you want to make, and you get a couple units you can make at varying levels of power, and a couple smaller features from your specialty.

Only one of the subclasses is really the archetypal 'summoner' you would first think of, where you send out a pokemon that's either your equal or superior to your power that you fight alongside, while the other subclasses are more wacky. You've got one where you merge with your summon to become a frontline tank, one where you send out mini-minions that explode like the doom 2 pain elemental, and one dedicated to summoning a swarm of tiny things that have their own mechanics to feel like you've got a thousand guys without slowing down combat. This one also gets an equivalent to eldritch invocations, like pretty much every KT class, so I'm sure there's some cool builds if you look.

Soul Binder

(Fragssauce)

This link is to view it:

<https://drive.google.com/file/d/1MD2csfGSNzUq4DTYYFtNHgcEg6HiN0Bn/view?usp=sharing>

This is the original document, but it has a lot of formatting issues:

<https://www.gmbinder.com/share/-MapD2wVQh6DhvY07xIW>

This was the summoner I used before the kibblestasty summoner was made. I don't really want to remove it from the list even though they cover the same ground, since they are very different, and I can imagine disappointment with the mechanics of either one. This one still functions how you expect, you can summon a companion which will fight with you, and you get half spellcasting. It's a strong class, with a pretty hefty amount of health between the summoner and summon and the ability to make 3 attacks each turn by level 5, while boosting some of their damage on top of that. Not overpowered, just pretty damn good, and provides a lot of utility. Kind of like, paladin levels of strong, but maybe make sure your DM is okay with it, since it can get pretty scary.

The differences between this one and the KT one are that:

- This one has the summon fully move each turn and you use your action to make it attack.
- Your summon's HP is separate from your own, and while you're more squishy, the summon has more HP than it would for the KT summoner. It also heals a lot more.
- The subclasses don't change your gameplay nearly as radically.

- You build a single statblock from the ground up for your unique summon to use. It's not like, the hardest thing to wrap your head around, but I can imagine that

Alternate Barbarian, Fighter, Rogue

(LaserLlama)

<https://www.gmbinder.com/share/-MSfA82gv8V69JAoqFVq> (Fighter)

<https://www.gmbinder.com/share/-N2gn3QXALCVqwAFJe5v> (Barb)

<https://www.gmbinder.com/share/-N8o6Kduy0A2qhUGBQqA> (Rogue)

Versions of the base classes with special 'Exploit' dice, which is basically battle master combat superiority, as well as a few shifted features. They're more fun than their official counterparts (IMO), but it's also a lot of words. They're generally a good bit more powerful, but... don't worry about being overpowered, fighter and rogue kinda really need a boost anyways.

Extra subclasses/exploits/feats:

<https://www.gmbinder.com/share/-MUkP55cdNMTFYMKlDUL> (Fighter)

<https://www.gmbinder.com/share/-N7MhiHnBhzmngxFtkzB0> (Barb)

<https://www.gmbinder.com/share/-NJ8-9uVQcpeQLxLx5RS> (Rogue)

Alternate Monk, Ranger

These ones are separated since they don't use the same 'exploits' system that the 3 above do, but are still pretty drastically shifted versions of the basegame counterparts. Monk gets more health and damage (which is sorely needed), and learns 'disciplines' similar to warlock invocations, which give new ways to use ki points. You can build it pretty creatively, I made a wu jin that was really fun.

<https://drive.google.com/file/d/1LQhXqFBsLI69VrHysqQM-ZN5XLRfDM40/view?usp=sharing> (Monk)

<https://www.gmbinder.com/share/-MyVERQKKbaw1JLVjpyo> (Monk expanded)

Ranger gets hunter's mark baked-in, like in 2024, but it doesn't need concentration and ranger gets to actually keep their non-combat naturalist features. What's better, instead of just bypassing exploration entirely, you get to choose a set of things you've learned, traps, herbs, navigation... a vastly superior design to either of the official rangers.

https://drive.google.com/file/d/1GXmsXChbkGPZ_Ys9VZtYTbiwEKfDc3UN/view?usp=sharing (Ranger)

https://drive.google.com/file/d/16g_Iq3MKgNj18DDm15Dq_HJLIInNk5sN-/view?usp=sharing (Ranger Expanded)

(This guy has made 'alternate' versions of pretty much every class, but I don't really care about any of the spellcasters or paladin. But, if you do wanna look into them or use them, go ahead, it's not hard to find.)

Blood Hunter

(Matt Mercer)

<https://drive.google.com/file/d/15XZhtEinPd74pye5gJFL15BHtZQXHzzr/view?usp=sharing>

Class themed around blood magic. Mostly, you're like a fighter, good at using weapons with a fighting style and solid damage boost, but you do also get a few spell-like effects. These are helpful, but they're also pretty limited, and it takes a bit of health to perform them. Luckily, you have health to

spare, plus, you can use each of them for free once per day. Class can deal very high damage, with some solid utility, can definitely be a power class. (This is actually the alternate blood hunter, the [original](#) is a little lacking imo but like, it exists)

Warlord

(LaserLlama)

<https://www.gmbinder.com/share/-MrUNf61qoDb0Csw8a9r>

A capable martial class with abilities focusing on buffing and commanding your allies. Additionally, you gain a number of battle-master-like Exploits. (They're also like, a really great healer for no good reason. Like, better than a cleric, at least at low levels.)

Vessel

(Laserllama)

<https://www.gmbinder.com/share/-N0CFGpDdib-M1mFNBLU>

A warlock half-caster, whose main gimmick is switching to a secondary monstrous form for a set of minor benefits. It can also do magical punching and gets an eldritch invocations analogue. It's a very specific class fantasy, but its mechanically sound, but it's a class fantasy not already filled by the vanilla classes. You can cast a spell and then make an attack as a bonus action, which you can do some cool stuff with, but you'll have to get pretty creative if you want to deal exceptional damage. Outside of that, your subclass gives you a way to get increasing temp. HP, like tf2 medic overheal. I'd say it's kind of a generalist class, alright at everything but not exceptional at anything.

My classes

These are all the classes I've made. They're obviously gonna be a little less professional, but are mainly made to fill in archetypes that aren't otherwise covered, even if said archetype is very specific. I like these, and think they're pretty sound both mechanically and balance-wise, but I can't really recommend them without being biased.

Shellweaver

https://homebrewery.naturalcrit.com/share/R_cy7zZppWeI

A strongly defense-based class. You're a half-caster with limited combat ability and low health, BUT, as a bonus action at any time, you get to manifest a suit of armor with its own healthbar. Then, you outfit it with a bunch of customizations. Pretty simple and direct, with some cool stuff it can do.

Gunslinger

<https://homebrewery.naturalcrit.com/share/7oe03oeZtqdW>

A long-range martial built around using guns. Loosely built around the Magehand Press gunslinger. The main things that separate you from just a fighter that uses guns are Grit dice, which let you do cool trick shots and get yourself out of a bad spot, and your Talent, which is like a secondary subclass that gives you a couple side features, like noticing things better or ordering people around. Plus, of course, the subclasses are all different, and the class progression is different.

Arsenal

<https://homebrewery.naturalcrit.com/share/81KF6vXfcggD>

The Doc Ock class. You don't get spellcasting or extra attack, instead getting a bunch of extra arms, each with their own weapons you can attach. A little too weird to suggest using normally (and inherently hard to balance, since its not part of the martial/caster paradigm), but this helps cover a pretty good swathe of otherwise unfitting character concepts. The Batter, Scissor seven, the guy from prototype...

(These next 2 kinda need an update.)

Punk

<https://homebrewery.naturalcrit.com/share/1Kwt8cw1DhJc>

A delinquent martial class that relies on scaring enemies to do good damage, but can also twist dice rolls subtly in their favor, sort of like a bard. The more interesting part (really why you'd play the class at all) is the subclasses, you have the generic tough guy, a shithead, a wacky ½ sorcerer in the same way a paladin is a ½ cleric, and someone who gets to ride a motorcycle where the motorcycle is actually useful and substantially changes how you mechanically function (fuck the devil's ride, man...).

Militiaman

<https://homebrewery.naturalcrit.com/share/nKpdG5n3hLzL>

A tanky martial class that centralizes around learning 5 greater techniques, and then has some limited customization. Mostly, you function as a full-on

tank with a few wacky extra abilities. Don't expect to be doing great damage unless you specifically build yourself around it, though.

Extras

There are reasons to not play these, but they are a unique class, and are balanced. So I would totally allow them if someone did want to use it, but it would be very understandable to restrict them.

Troubadour

(Somanyrobots)

<https://static1.squarespace.com/static/647aa413e7a634268b1a8c41/t/66c41e47695dba34164b3132/1724128843022/Troubadour-compressed.pdf>

A kind of bizarre concept, a bardic counterpart to a paladin. A musical half-caster with extra attack, who boosts their swordfighting with "Concordance" and "Mystic Songs". Concordance is just you giving up one of your attacks to empower somebody else's, and 'mystic songs' are auras you can generate as a bonus action to buff your allies with a bunch of different effects.

I can also see this not working at a lot of tables because everybody else doesn't really want to keep track of all the effects of your changing buffs, so make sure to run it by your table, first. But, it is interesting and viable, which is all I really ask.

Swashbuckler

(Somanyrobots)

<https://static1.squarespace.com/static/647aa413e7a634268b1a8c41/t/669978c1aa7ae40966a370c4/1721333956238/Swashbuckler-compressed.pdf>

I mean... there's nothing... inherently wrong with this one, but... I don't really like builds based around random crits, and I don't like mechanics where you gain a resource after performing a certain action, which this entire class is based around. It's still a neat concept and a fine execution, I'm just not much of a fan, and you'll probably find that they're pretty inconsistent and I don't think they would be very powerful, either (Mathing it out, they were pretty consistently far behind the power curve, but it might average out differently over time with how their mechanics work). I'd totally allow it, maybe even use it for a one-time NPC in a fight, but I'd also just recommend against playing it, I think.

Inventor

(Kibblestasty)

<https://static1.squarespace.com/static/5e7eab9fcc76e2321541f8b3/t/62d708fb6a4bcc5aaf59af5d/1658259716353/Inventor2.2.3.pdf>

This is supposed to be an alternative to the artificer, but its pretty radically different. Your infusions aren't as impactful and you aren't as good at spellcasting as a normal artificer, but the subclasses are more diverse, and determine the infusions you can use. I look at this as more of a 'make any build you want' class rather than specifically a 'mechanist' class. This class can turn you into a weird rogue, a weird summoner, a weird magic gunslinger, a weird tank... You can make like, so many characters with this class, so if your concept is some edge case that isn't really covered by another class, you could check this. Just be warned, the document is *really* damn long, and you might end up feeling pretty weak from levels 5-8.

Shifter

(Laserllama)

<https://www.gmbinder.com/share/-NGPF3Q0JXpV3aCTGJCN>

This class is based around turning into animals, similar to druid's Wild Shape, but without druidic magic. And, you know, without wildshape being totally fuckin busted.

You get animal-like features even while not transformed, like claws, tough skin, and more depending on your subclass, but most of your abilities will come from the animals you turn into.

Moon druid does already exist, though, so this doesn't really open up any *more* character concepts. It is much more reasonably balanced than druid, though, so keep it in the back pocket for someone who wants to be a werewolf n shit.

Shaman

(Laserllama)

<https://drive.google.com/file/d/1kOnnrNMNQi7d28nEzCgCK0voDHNeHV8r/view?usp=sharing>

It's druid-flavored warlock. I wish there was more to say, but uh... it's really just nature warlock. It has the same type of spellcasting, it gets boons and invocations, it has a damage cantrip that makes multiple attacks, it even has a subclass based on having a spirit in a sword. Druid is kinda weird, since primal, nature-y spellcasting is cool but druid is more tied to wildshape, so I see why you would want an alternative. I only really hesitate to put it on the main list because I can see how this class can very easily

be very powerful, so like, if you do play it, you know, be cool. Don't powergame too hard.

You know, between this class and the shifter, the druid kinda got split like the escape plan and the equalizer.

<https://drive.google.com/file/d/1XLI6WqPEndiELkmIRLmSyp1HpVdqW680/view?usp=sharing> (Expanded)

Savant

(Laserllama)

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It's a class that doesn't get spellcasting OR extra attack, which means that its gonna be more than a little jank. This one in particular gets to mark a target during combat, then give allies boosts through special reactions. They get more reactions, too. Terrible in single combat, and hopeless if they can't use their analysis, but they have their strength, although I still don't think it will *feel* great to use. If a backline, nonmagical smart guy seems like this will be a good fit for you, go for it, man.

Atavist

(Swordmeow)

<https://drive.google.com/file/d/1Gk35wNJdvyDOPB5Dsh5MNYG1PEGR8Pso/view?usp=sharing>

Somewhat similar to blood hunter, where your main feature is dealing self-damage to power yourself up. You specifically add how much damage you do to yourself to your own rolls, whether that's damage rolls or skill checks. However, this one gets halfcasting (kinda 3-quarters casting at later levels). It has some damage reduction, and can rely on its spells to

supplement its physical bulk, but things can turn south fast if you get overzealous. You'll probably at least want a healer if you'll be using this class.

Evolutionist

(Chocolate Thunda)

<https://www.gmbinder.com/share/-LaJYYiu-MFOsowYtleF>

A class based around mutating and enhancing your body as a weapon, becoming a freakish monstrosity of a character.

This is pretty similar to the vessel class, where it's a d10-hit-die-half-pact-caster that chooses from several benefits they can gain as they level up. But, obviously, instead of the Archon form, they have a different set of mechanics. They can first choose from 5 augmentations, which give them natural weapons, armor, and increased stats, which scale with your Augmentation stage (same rate as proficiency bonus) and then choose from several upgrades. Some upgrades are locked behind said augmentations, which grant you different spells and more niche abilities, like breathing underwater or pushing people on a successful attack. Finally, they have a feature called metabolic ignition, where you take damage each turn to make your augments stronger.

Well, it's a flavor of character that isn't already filled, so if you do wanna play as a body horror guy, then take a look. But natural weapons aren't *actually* any different than a guy holding a sword, and mechanics which drain hit points are always finicky.

Esoteric Vagabond

(Doomhunter)

<https://homebrewery.naturalcrit.com/share/wH1 DXz3ql5r>

A very limited 1/3rd spellcasting class that majorly relies on cantrips. Their actual leveled spells are mostly only useful as utility. Still, it's not very strong... (Unless you spam the shit outta booming blade, which is boring.) I personally like it, but it probably shouldn't be used.

Demi-Dragon

<https://drive.google.com/file/d/1ovFZjQgea SnXqYA1hpZxOF E9YfEU7v/view>

Yes, this is a full class. A particularly odd one that expects you to use the bundled race. You make claw, bite, and tail attacks, and get at-will AoE with your breath attack, and of course, you get wings, at first to glide, but eventually to fly. You can also eat magic in order to dispel it, and eat magic items to use them with your body.

That's pretty much all that the base class does. Pretty much any complexity will have to come from your subclass, but luckily, there's about a thousand of them.

The class isn't terribly designed, it's just... weird. But, if your character fantasy is very specifically a dragon-person, this is made for you. And draconic sorcerer, but that's been done.

Subclasses

I don't really spend much time looking at subclasses, so this section is super short. Plus, they're so abundant that I haven't read through and

checked them, its more of just a directory of where to find subclasses from guys I already like.

Various - Laserllama

Barbarian https://www.gmbinder.com/share/-M0dBqq372X_oBPUT4vP

Bard <https://www.gmbinder.com/share/-M0eC11XmiNangJb70Vg>

Cleric <https://www.gmbinder.com/share/-M0iDN43pUP3ABymUfYa>

Druid <https://www.gmbinder.com/share/-M0iZqG1CjdCXsEKFKnc>

Fighter https://www.gmbinder.com/share/-M0i_wbRAX8qAz10IjbF

Monk <https://www.gmbinder.com/share/-M0lvi0bSsDe2rtbMJAF>

Paladin <https://www.gmbinder.com/share/-M0nB-sB2ALlUbVzm9nY>

Rogue <https://www.gmbinder.com/share/-M0ncGwa5j9oDFwilwPl>

Sorcerer <https://www.gmbinder.com/share/-M0neAmKuCAae2IV1iJw>

Wizard <https://www.gmbinder.com/share/-M0ntPkLWIcpaUrn7E9h>

This is a kinda ridiculous list of subclasses that I didn't even bother reading through all of. Like, seriously, the dude has made so many subclasses.

Various - Kibblestasty

<https://www.kthomebrew.com/thelist>

This is the only page that has all of his subclasses compiled afaik, but half of them are paid only and some of them aren't by him. It's obviously gonna all be for the base classes, so look there if you're playing a barbarian or whatever and none of the vanilla subclasses appeal to you.

Various - Somanyrobots

<https://www.somanyrobots.com/>

This guy has made 4 subclasses for every single base dnd class. A lot of them are on the last document, but a lot aren't. Obviously, I haven't read through them all, but he's generally pretty rigorous, so I trust that the subclasses are probably interesting (if maybe a bit unbalanced).

Feats

"Feats" are just a system where you choose a unique ability for yourself, usually without any prerequisites. Some of them, like Great Weapon Master, just make you a lot stronger at something you already do, while others, like Telekinetic, give you a totally separate power from your class.

Vanilla feats

Feats in official 5e. These are mostly pretty basic, but there are a couple that are real powerful.

<https://dnd5e.wikidot.com/#toc70>

Kibblestasty Feat Compendium

https://drive.google.com/file/d/1d_Mre3wxiREbbyqhb4bb-5FaLwVjgdN9/view?usp=drive_link

Contains a system called 'active feats' that give passive boosts and a one-use ability for martial characters.

My Feat Collection

<https://homebrewery.naturalcrit.com/share/YG8NZZ3aOISB>

Mostly just strange abilities and mechanical boosts.

If the background doesn't work for you you can use this:

<https://homebrewery.naturalcrit.com/share/poWLjO1-5IMJ>

There are a few obvious exclusions from the list, so I'm gonna go through my logic for why some of them are not included.

Mage hand press - Almost every single one of their classes is extremely weak and kinda awkward to use compared to official classes, except for just a couple which are hella busted. The warmage was pretty alright, though, so if you wanna look at their stuff, I'd just recommend that one. (Plus, you know, it's all paid, so I can't put it on this list even if I wanted to.)

Laserllama shaman, magus, psion - The magus is too powerful (or at least entirely overshadows a fighter), the shaman is pretty similar to a base warlock but overall just a direct upgrade, and I prefer the kibblestasty psion to this version. Some of his stuff kinda expects that you use all of his stuff, which I don't, so these ones just kinda end up uncomfortably ahead of the curve or left out.

Kibblestasty warlord - I didn't really like this version of a warlord... I mean, yeah, it's balanced, but there's not much cool you can do, especially if you only have 1 or 2 martial characters on your team. There are better martial supporting builds already by just using magic, so this is the place I prefer the LL one for being just a little stronger.