



# THACO

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THACO Table:

| Level | THACO |
|-------|-------|
| 1     | 20    |
| 2     | 20    |
| 3     | 20    |
| 4     | 19    |
| 5     | 19    |
| 6     | 19    |
| 7     | 18    |
| 8     | 18    |
| 9     | 18    |
| 10    | 17    |
| 11    | 17    |
| 12    | 17    |
| 13    | 16    |
| 14    | 16    |
| 15    | 16    |
| 16    | 15    |
| 17    | 15    |
| 18    | 15    |
| 19    | 14    |
| 20    | 14    |

### How to use THACO:

THACO is an acronym for To Hit Armor Class 0. When using the THACO system you do not add your proficiency bonus to the attack roll. You add or subtract any attribute modifiers, weapon bonuses, and any other bonuses or penalties to this roll. Melee attacks still add their Strength bonus (unless the weapon has the finesse special ability), and ranged attacks add their Dexterity bonus. Both melee and ranged spell attacks still add your spellcasting modifier. Other mechanics, like advantage and disadvantage, work like normal.

To determine your THACO, find your level under the "Level" column of the THACO table. The corresponding number under the "THACO" column is your THACO. For creatures that do not have levels, use their CR instead. If the creature has a CR of less than 1, its THACO is 20.

Armor Class Table:

| 5E AC | THACO AC |
|-------|----------|
| 10    | 10       |
| 11    | 9        |
| 12    | 8        |
| 13    | 7        |
| 14    | 6        |
| 15    | 5        |
| 16    | 4        |
| 17    | 3        |
| 18    | 2        |
| 19    | 1        |
| 20    | 0        |
| 21    | -1       |
| 22    | -2       |
| 23    | -3       |
| 24    | -4       |
| 25    | -5       |
| 26    | -6       |
| 27    | -7       |
| 28    | -8       |
| 29    | -9       |
| 30    | -10      |

To hit, roll a d20, add your bonuses, and subtract your penalties. Subtract the result from your THACO. If the result is equal to or lower than your target's AC, you hit. Resolve damage as normal.

### Calculating AC with THACO:

Find your character's or monster's Dungeons and Dragons Fifth Edition AC under the "5E AC" column on the Armor Class Table. The corresponding number under the "THACO AC" column is their THACO armor class. If the character or monster uses a reaction (like the parry ability or *shield* spell) to increase their AC, recalculate their Dungeons and Dragon Fifth Edition AC. Then match it to the corresponding THACO AC.



For example: Hrothgar is attacking a gnoll with his *+1 battleaxe*. Hrothgar is 5th level, so his THACO is 19. The gnoll's 5E AC is 15. Looking at the Armor Class table, the gnoll's THACO AC is 5. Hrothgar rolls an 11 on his attack roll. He adds +4 for his strength and +1 for his magical axe giving him a total of 16. Subtracting the 16 from his THACO of 19 leaves Hrothgar with a 3. This is less than the gnoll's THACO AC of 5. Hrothgar hits! Hrothgar rolls damage as normal.

The gnoll, angered by Hrothgar's attack, strikes back. The gnolls CR is 1/2, so its THACO is 20. Hrothgar is wearing scale mail, carries a shield, and has a dexterity of 12. Hrothgar's 5E AC (14 for the scale mail +2 for the shield +1 for his dexterity) is 17. Looking at the Armor Class table, a 5E AC of 17 translates to a THACO AC of 3.

The gnoll rolls a 13 and adds +2 for its strength, for a total of 15. Subtracting 15 from 20 leaves 5. This is higher than Hrothgar's THACO AC of 3. The gnoll misses.

