

Swords & Wizardry Spell Sheet:

Any natural roll of 1 (d20) is a critical fail and the reverse occurs (except clerics).

A natural roll below 5 (d20) the caster forgets the spell until a long rest.

Magic user add intelligence modifier and their level to their d20 roll.

Druids and Clerics add their wisdom modifier and level to their d20 roll.



1 st level- must roll 12 or higher on a d20	2 nd level- must roll 14 or higher on a d20
3 rd level- must roll 16 or higher on a d20	4 th level- must roll 18 or higher on a d20
5 th level- must roll 20 or higher on a d20	6 th level- must roll 22 or higher on a d20
7 th level- must roll 24 or higher on a d20	8 th level- must roll 26 or higher on a d20
9 th level- must roll 28 or higher on a d20	Scrolls (just don't roll a 1)