

GURPS

CHARACTER SHEET

Name: Grimm Battlebeard

Race: Dwarf

Appearance: A tall, red-haired and blue-eyed dwarf. A "Faenor" blessed by his Goddess Berronar Truesilver.

Player: Stefan Leuenberger

Ht: 1.30m Wt: 290 lbs Age: 35

Spent: 282

Unspent: -10

ST 12*	[20]	HP 12	[0]	Basic Speed 6,25	[0]
DX 12	[40]	Will 14	[0]	Basic Move 5§	[0]
IQ 14	[80]	Per 14	[0]	BL 39 lb	(ST×ST)/5
HT 13†	[20]	FP 16‡	[0]	Thr 1d-1	Sw 1d+2
TL 3	[0]	SM +0			

* Conditional: +2 from 'Lifting ST'
 † Includes: +1 from 'Dwarf (Dungeon Fantasy)'
 ‡ Includes: +3 from 'Dwarf (Dungeon Fantasy)'
 § Includes: -1 from 'Dwarf (Dungeon Fantasy)'

Vision 14	Fright Check 14	High Jump 1.67 ft
Hearing 14	Consciousness 13	Money 0*
Touch 14	Death Check 13	
Taste/Smell 14	Broad Jump 2.33 yd	

* Includes: +915 from 'Berronars Truth', +3965 from 'Money', +1000 from 'Money', +11380 from 'Money'

ENCUMBRANCE TABLE

Name	None	Light	« Med »	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	39 lb	78 lb	117 lb	234 lb	390 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	9	8	7	6	5

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	78 lb	312 lb	468 lb	585 lb	1950 lb

* Takes 2 seconds to complete ‡ Double with a running start
 † Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

TEMPLATES AND META-TRAITS

Name	Pts
Cleric (Dungeon Fantasy) {p. DF1:6}	[0]
Description: You're the mortal representative of the Powers of Good. You might not be the physical foe of Evil that is the holy warrior (p.7), but you're no cloistered idealist...	
Dwarf (Dungeon Fantasy) {p. DF3:6}	[20]
Features: Armor isn't interchangeable with human armor. Description: Dwarves are essentially hardy-but-stumpy humans who see well in the dark and like caves and gold. There's doubtless much more to them than that, but beard and likes ale aren't really qualifications sought by adventuring parties.	
Pickaxe Pendant 1 {p. DF3:6}	[5]
Description: Axe/Mace, Forced Entry, Prospecting, Thrown Weapon (Axe/Mace), Two-Handed Axe/Mace	
Feature: Armor isn't interchangeable with human armor.	[0]
Dwarven Gear {p. DF3:6}	[1]
Lifting ST 2 {p. B65}	[6]
Dwarf Damage Resistance 1 (Tough Skin, -40%) {p. B46}	[3]
Night Vision 5 {p. B71}	[5]
Resistant to Poison (+3 to resist) {p. B81}	[5]
Greed (12 or less, *) {p. B137}	[-15]
Stubbornness {p. B157}	[-5]
Alcohol Tolerance {p. B100}	[1]

REACTION MODIFIERS

Appearance: +0	
Status: +0	
Other: +0*	
* Conditional: +1 from 'Clerical Investment', +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, +1 from 'Pickaxe Pendant', +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, +2 from 'Sense of Duty (Coreligionists)' when in dangerous situations if Sense of Duty is known, -1 from 'Stubbornness'	

CULTURAL FAMILIARITIES

Native	Pts
Dwarf (Native) {p. B23}	[0]
Non-native	Pts
Human {p. B23}	[1]



LANGUAGES

Native	Spoken	Written	Pts
Dwarf (Native) {p. B24}	Native	Native	[0]
Non-native	Spoken	Written	Pts
Common {p. B24}	Accented	Accented	[4]

ADVANTAGES

Name	Pts
Clerical Investment {p. B43}	[5]
Extra Power Investiture 2 (Holy) {p. B77}	[20]
Description: For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcard! magic use Wildcard Magery!, for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery	
Holy Might Ally (Divine servant of equal points; 12 or less, *2; Holy, -10%; Summonable, +100%) {p. B36}	[19]
Power Investiture 3 (Holy) {p. B77}	[30]
Description: For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcard! magic use Wildcard Magery!, for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery	
Signature Gear 2 (Berronars Truth) {p. B85}	[2]

PERKS

Name	Pts
Weapon Bond (Berronars Truth) {p. F132, HT250, MA53, PU2:9, DF1:14}	[1]

DISADVANTAGES

Name	Pts
Honesty (6 or less, *2) {p. B138}	[-20]
Intolerance (All other religions) {p. B140}	[-10]
Sense of Duty (Adventuring companions) {p. B153}	[-5]
Sense of Duty (Coreligionists) {p. B153}	[-10]
Vow (Chastity) {p. B160}	[-5]

QUIRKS

Name	Pts
Unused Quirk 1 {p. B163}	[-1]
Unused Quirk 2 {p. B163}	[-1]
Unused Quirk 3 {p. B163}	[-1]
Unused Quirk 4 {p. B163}	[-1]
Unused Quirk 5 {p. B163}	[-1]

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	9	1d-2 cr	C	-	-	
Brawling: Bite	12	-	1d-2 cr	C	-	-	
Brawling: Kick	10	-	1d-1 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Berronars Truth: Primary	17	11	1d+4 cut	1	12	4	
Berronars Truth: Pick	17	11	1d+3 imp	1	12	4	[2]
Large Knife: swing	8	6	1d cut	C,1	6	4	
Large Knife: thrust	8	6	1d-1 imp	C	6	4	[1]
Large Shield of Defense (Power Item +25 FP)	14	-	1d-1 cr	1	-	4	[2,4]

RANGED ATTACKS											
Non-Equipment based	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Sunbolt (Holy)	14	~1d-1 burn	2	75 yd / 150 yd	-	-	-	-	-	-	~1-3en
Equipment based	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife	8	1d-1 imp	-	9.6 yd / 18 yd	1	T(1)	6	-2	-	4	

ATTACKS TABLES COLUMN NOTES

Shots "T": The weapon is a *thrown weapon*.

SLAM TABLE				
1-2	3-4	5-6		
1d-3	1d-2	1d-1		
PARRY	PARRY	BLOCK	DODGE	OTHER
10	9	10	9	
Axe/Mace	DX	Shield (Shield)		

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	7	
Hands	5	
Legs	7	
Feet	5	

Bonus DR: 1*
Bonus DB: 3

Notes:

* Includes: +1 from 'Dwarf Damage Resistance'

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	-	Vitals†	-3
5	Face	-5(f)/-7(b)	-	Eye‡	-9
6-7	Right Leg	-2	-	Ear	-7
8	Right Arm	-2	-	Nose	-7
9-10	Chest*	-	-	Jaw	-6
11	Abdomen*	-1	-	Spine§	-8
12	Left Arm	-2	-	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	-	Neck Vein/Artery¶	-8
15	Hand	-4	-	Arm/Leg Joint**	-5
16	Foot	-4	-	Hand/Foot Joint**	-7
17-18	Neck	-5	-	Groin	-3

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
† Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
‡ Only targetable by impaling, piercing, and tight-beam burning attacks
§ Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
** Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
12 11 10 9 8	0 -1 -2 -3 -4	12 13 14 15 16	24 25 26 27 28	36 37 38 39 40	48 49 50 51 52
7 6 5 4 3	-5 -6 -7 -8 -9	17 18 19 20 21	29 30 31 32 33	41 42 43 44 45	53 54 55 56 57
2 1	-10 -11	22 23	34 35	46 47	58 59

HP loss effects are cumulative with each other and any effects suffered from FP loss.
less than 1/3 HP: Dodge/2 and Move/2 (round up).
0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness at the start of your next turn and any turn you choose a maneuver other than Do Nothing.
-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.
-5xHP or less: Immediate death.

FP	0 FP
16 15 14 13 12	0 -1 -2 -3 -4
11 10 9 8 7	-5 -6 -7 -8 -9
6 5 4 3 2	-10 -11 -12 -13 -14
1	-15

FP loss effects are cumulative with each other and any effects suffered from HP loss.
less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.
0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.
-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

SPELL GRIMOIRE									
~Holy - Air	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Breathe Water (Holy)	17 [1]	PI 3	Regular	1 sec.	1 min.	4/2	Ho, Wa, Ai	6	M189, B243
~Holy - Communication & Empathy	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Gift of Letters (Holy)	16 [1]	PI 4	Regular	1 sec.	1 min.	Varies	Ho, CE	5	M46
Gift of Tongues (Holy)	16 [1]	PI 4	Regular	1 sec.	1 min.	Varies	Ho, CE	5	M46
~Holy - Earth	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Earthquake (Holy)	17 [1]	PI 5	Area	30 sec.	1 min.	2/S	Ho, Ea	6	M54
~Holy - Food	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Essential Food (Holy)	16 [1]	PI 4	Regular	30 sec.	Perm.	3/meal#	Ho, Fo	8	M79
~Holy - Healing	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Awaken (Holy)	17 [1]	PI 2	Area	1 sec.	Instant	1	Ho, He	2	M90, B248
Detect Poison (Holy)	17 [1]	PI 1	Area/Information	2 sec.	Instant	2	Ho, PW, He	1	M166
Instant Neutralize Poison (Holy)	16 [1]	PI 4	Regular	1 sec.	Instant	8	Ho, He	2	M92
Instant Regeneration (Holy)	16 [1]	PI 5	Regular	Special	Perm.	80	Ho, He	6	M93
Instant Restoration (Holy)	16 [1]	PI 4	Regular	Special	Perm.	50	Ho, He	5	M93
Lend Energy (Holy)	17 [1]	PI 1	Regular	1 sec.	Perm.	Varies	Ho, He	–	M89, B248
Major Healing (Holy)	16 [1]	PI 2	Regular	1 sec.	Perm.	1 to 4	Ho, He	3	M91, B248
Recover Energy (Holy)	17 [1]	PI 1	Special	Special	Special	none	Ho, He	1	M89, B248
~Holy - Knowledge	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Detect Magic (Holy)	17 [1]	PI 1	Regular	5 sec.	Instant	2	Ho, Kn	–	M101, B249
See Secrets (Holy)	17 [1]	PI 3	Regular	5 sec.	1 min.	5/2	Ho, Kn	5	M107
~Holy - Light & Darkness	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Continual Light (Holy)	17 [1]	PI 2	Regular	1 sec.	Varies	Varies	Ho, LD	1	M110, B249
Sunbolt (Holy)	17 [1]	PI 3	Missile	1 to 3 sec.	Instant	1 to Magery#	Ho, LD	6	M114
~Holy - Meta-Spells	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Bless (Holy)	17 [1]	PI 5	Regular	min.=cost	Special	Varies	Ho, MS	20	M129
Dispel Magic (Holy)	17 [1]	PI 4	Area/R-spell	sec.=cost	Perm.	3	Ho, MS	13	M126, B250
Magic Resistance (Holy)	17 [1]	PI 3	Regular/R-Will+M	3 sec.	1 min.	1 to 5/S#	Ho, MS	7	M123
Remove Curse (Holy)	17 [1]	PI 5	Regular/R-spell	1 hr.	Instant	20	Ho, MS	13	M126
~Holy - Mind Control	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Command (Holy)	17 [1]	PI 2	Blocking/R-Will	1 sec.	Instant	2	Ho, MC	2	M136, B251
~Holy - Necromancy	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Banish (Holy)	17 [1]	PI 4	Spec./R-Will	5 sec.	Instant	Varies	Ho, Ne	10	M156, B252
~Holy - Protection & Warning	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Armor (Holy)	17 [1]	PI 1	Regular	1 sec.	1 min.	Varies	Ho, PW	1	M167, B253
Detect Poison (Holy)	17 [1]	PI 1	Area/Information	2 sec.	Instant	2	Ho, PW, He	1	M166
Shield (Holy)	17 [1]	PI 1	Regular	1 sec.	1 min.	Varies	Ho, PW	–	M167, B252
~Holy - Water	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Breathe Water (Holy)	17 [1]	PI 3	Regular	1 sec.	1 min.	4/2	Ho, Wa, Ai	6	M189, B243
Create Water (Holy)	17 [1]	PI 2	Regular	1 sec.	Perm.	2/gal.	Ho, Wa	2	M184, B253

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Armor Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	12200	81.5 lb
1	Light Scale Suit {p. L18} Description: TL:2 LC:-- DR:3* Locations: all Notes:This is a full suit of armor from GURPS Lite. It includes an article of light, common clothing to wear underneath - or padding, if this is usual for the armor. The statistics already reflect this; you do not have to buy clothing or padding separately, or account for its DR and weight. Location: all	610	49 lb
1	Large Shield of Defense (Power Item +25 FP) {p. B273, B287} Description: TL:1 LC:4 DB:3 Dam:thr or Reach:1 Parry:No ST:-- DR:9 HP:60 Skill:Shield (Shield) Notes: [2,4] Can be used offensively with a shield bash (see the Melee Weapon Table p. B273) or shield rush (see Slam, p. B371). At TL2+, you can give your small, medium, or large shield a spike to increase damage: add \$20 and 5 lbs. At TL3+, iron shields are available but uncommon: x5 cost, x2 weight, +3 DR, and x2 HP. At TL+ plastic riot shields (made of Lexan, etc.) have x1/2 weight but otherwise identical statistics. Shield composition never affects DB. Notes: [2,4] Usernotes: +1 to Block	10090	25 lb
1	Hoodie of Ken Description: Made from Spiders Silk, this item offers full DR even under other armor Notes: [notes] Location: neck, skull, torso	1500	7.5 lb
1	Belt	955	6 lb
1	Berronars Truth {p. B271} Description: TL:0 LC:4, Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [2]	915	5 lb
1	Lanyard, chain {p. DF1:24} Description: Notes: Lets you retrieve a dropped weapon on a DX roll. Each attempt requires a ready maneuver. Can be cut: -6 to hit, DR4, HP 6.	15	8 oz
1	Large Knife {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]	40	1 lb
1	Delvers Webbing {p. DF1:25} Description: Notes: Belt and suspenders with pouches for 20 lbs. of potions, gadgets, knives, etc. Readyng a carried item takes just one Ready maneuver - and is a free action with a suitable Fast-Draw roll. Gives +1 to DX and Fast-Draw rolls to reach these items. Rumored to be the work of brownies!	560	3 lb
1	Gem of Healing	400	-
1	Potion Belt {p. DF1:25} Description: Notes: Belt with four slots, each of which can carry one 'grenade' bottle or two potion vials. Wearer can reach them with Ready or Fast-Draw. Padding removes risk of accidental breakage and gives containers +2 DR vs. deliberate attacks.	2575	5 lb
5	Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic.	675	2.5 lb
2	Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP.	240	1 lb
1	Magic Resistance Potion (Drinkable) {p. DF1:29} Description: +5 Magic Resistance (and -5 to wizardly spells) for 1 hour.	1600	8 oz
Totals:		16290	95.5 lb
Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25} Description: Notes: Holds 40 lbs. of gear. Dropping it is a free action. Items liable to break if dropped must check for this (1 on 1d if unsure).	1875	35.05 lb
1	Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb
1	Purse {p. B288} Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	1140	12.8 dr
3	Silver Penny	30	7.68 dr
1	Platinum Franc	1000	2.56 dr
1	Gold Mark	100	2.56 dr
0	Copper Farthing	0	-
1	Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.	50	8 lb
1	Wax Tablet {p. DF4:12} Description: Notes:Erasable, reusable, waterproof writing surface.	10	2 lb
1	Bandages {p. DF1:24} Description: Notes: Cloth bandages for half-dozen wounds. Basic equipment for First Aid skill.	10	1 lb
1	First Aid Kit {p. DF1:24} Description: Notes: A complete kit for treating wounds. +1 to First Aid skill.	50	2 lb

LOAD-OUTS (continued)			
Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25}	1875	35.05 lb
1	Surgical Instruments {p. DF1:24} Description: Notes: Basic equipment for Surgery skill. Also useful for removing mana organs, eyeballs, etc., from dead monsters without ruining them.	300	15 lb
2	Rope, 3/8" (per 10 yards) {p. B288} Description: TL:1 Notes: Supports 300lbs.	10	3 lb
Totals:		1875	35.05 lb

NOTES	
Spells die ich noch nehmen möchte: Final Rest, Flaming Weapon, versch. Resist Spells, versch. Relieve Spells, versch. Restore Spells, Silver Tongue, Persuasion, Seeker, Turn Zombie, Vigor, Might, Oath, Pentagram, Drain Mana	

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		162
Advantages, Perks		102
Disadvantages, Quirks		-55
Skills, Techniques		47
Spells		26
Total Points Spent:		282
Unspent Points:		-10

CAMPAIGN LOG	
Points: (logged) 22	+ (other) 0 = (total) 22
Orklager vernichtet, 2 Orkköpfe zurück gebracht zum Zwergenhandelshaus	
1 Ork gekillt	
30.10.2011: 11 pts	
Returned the Scepter!	
Had to roll against death once! :(But I made it!!	
15.08.2011: 11 pts	
Initial Character Creation	
Character created using GURPS Character Assistant 4	
15.08.2011: 0 pts	

DESCRIPTION**Physiology Modifiers (B181)**

- Species with similar physiology: -2 (human vs. Elf) to -4 (human vs. troll).
- Species with very different physiology, but still from your world: -5. This includes all normal animals.
- Utterly alien species: -6 or worse (GM's option).
- Machine: No roll possible! These skills do not work at all on creatures with the Machine meta-trait (p. 263).

A successful roll against a suitable skill lets you avoid these penalties. This roll is usually against the relevant racial specialty of Physiology, although Biology-4 suffices for common animals.

Berronar Truesilver

Berronar Truesilver is the dwarf goddess of Safety, Truth, Home, and Healing.

Followers

Berronar's clerics are known as faenor which translates as "those of the home". Faenor serve as the guardians and protectors of dwarven clans. They archive the lore, traditions and family histories of the dwarves. By acting as teachers and healers they aim to further the good health and good character of the dwarven race. Serving as the moral compass of the dwarves they can be very conservative and they do not tolerate foolhardiness and controversial ideas in young dwarves. Their patience has definitely been taxed by the number of twins from the Thunder Blessing. In the rigid church structure, every cleric knows his or her place, and every clan's church is built to look alike. This is done so visitors from other clans know exactly where they fit in. Berronar runs her church like a strict, but loving mother. Faenor rarely multiclass, but those who do typically become dwarven defenders or fighters.

Rituals

The faenor pray for spells at dawn. They organise many mundane rituals for the dwarf communities, but are best known for their marriages. Their reputation in organising marriage ceremonies is so wide-spread that even some non-dwarves ask a faenor to lead their marriage. Each year, offerings of silver are made to Berronar, usually coupled with a small white flower as to show appreciation for Berronar's motherly love towards all dwarves.

http://forgottenrealms.wikia.com/wiki/Berronar_Truesilver