* Bronzebeard Talent Document
  + Unless otherwise specified, Bronzebeard talents use WoTLK talents that can be found here:<https://www.wowhead.com/wotlk/talent-calc/>
  + Where I am unsure of a talent’s total number of points (?/?) I will write the description of placing the first talent point in it, rather than a predicted maxed out talent.
  + If I specify that the total points for a talent decreased (ex. 5/5 → 3/3) and do not specify further, the maxed out talent will have the same value.
* Shaman
  + Elemental
    - Row 3
      * Elemental Fury
        + 5/5 → 3/3
    - Row 10
      * Shamanism
        + 5/5 → 3/3
  + Enhancement
    - Row 1
      * New Talent – Totemic Bond
        + 3/3
        + Using Stoneclaw Totem while Earthen Guardian is active has a 33/66/100% chance to reduce all damage taken by 20% for 2 seconds.  
            
           In addition, 33/66/100% of the threat generated by the damage of your Searing Totem and Magma Totem will be redirected to you instead.
    - Row 3
      * Lava Lash
        + Moved from Row 8 to Row 3.
        + Also teaches Dual Wield.
    - Row 4
      * Flurry
        + Flurry no longer requires the pre-requisite points in Thundering Strikes.
    - Row 5
      * Spiritual Weapons
        + Now also increases the damage of Windfury and Flametongue Weapon Enhancements by 5%.
      * New Talent – Earthen Attunement
        + ?/?
        + While Earthen Guardian is active you take 2% less physical damage and 3% less spell damage. Dealing physical damage reduces the target’s attack power by 58 (presumably scales with level).
    - Row 7
      * Two Handed Weapon Specialization
        + Replaces Dual Wield.
        + 3/3
        + Increases your critical strike chance while wielding a Two Handed Weapon by an additional 2/4/6% and increases the damage dealt by Stormstrike by 10/20/30%.
      * New Talent – Shield Specialization
        + 3/3
        + Increases your armor value from your shield by 10/20/30% and reduces the chance you’ll be critically hit by melee attacks by 2/4/6%.
    - Row 8
      * Static Shock
        + 2/4/6% chance to proc → 1/2/3 Procs Per Minute
      * New Talent – Spirit Guard
        + ?/? (best guess is 3/3)
        + You gain Block Rating equal to 33% of you Agility. Ancestral spirits strengthen your shield, further reducing damage taken by blocked attacks by 5%.
    - Row 9
      * Mental Quickness
        + Spell power equal to 10/20/30% of attack power → 8/16/24% of attack power
  + Restoration
    - Row 6
      * Purification
        + 5/5 → 3/3
    - Row 7
      * Mana Tide Totem
        + 7% of total mana every 3 seconds → 5% of total mana every 3 seconds.
    - Row 8
      * Nature’s Blessing
        + 3/3 → 2/2
    - Row 10
      * Tidal Waves
        + 5/5 → 3/3
        + Lesser Healing Wave gains an additional 10% of your bonus healing effects → 6% of your bonus healing effects.
* Hunter
  + Beast Mastery
    - Row 8
      * Serpent’s Switfness
        + 5/5 → 3/3
    - Row 10
      * Kindred Spirits
        + 5/5 → 3/3
  + Marksmanship
    - Row 3
      * Aimed Shot
        + Weapon damage + x → 130% Weapon damage + x
    - Row 6
      * Ranged Weapon Specialization
        + 5/5 → 3/3
    - Row 8
      * Master Marksman
        + 5/5 → 3/3
    - Row 9
      * Wild Quiver
        + 3/3 → 2/2
    - Row 10
      * Marked for Death
        + 5/5 → 3/3
  + Survival
    - Row 1
      * Savage Strikes
        + 2/2 → 3/3
        + Increases Critical Strike Chance of Raptor Strike, Mongoose Bite and Counterattack by 10/20% → 8/16/24%
    - Row 4
      * New Talent – Deadly Focus
        + 5/5
        + Decreases Cooldown of Mongoose Bite by 0.1/0.2/0.3/0.4/0.5 seconds.   
            
          Mongoose Bite has a 20/40/60/80/100% chance to enable the use of Counterattack. When used this way Counterattack does not immobilize the target.
    - Row 6
      * New Talent – Relentless
        + Requires Counterattack talent.
        + 3/3
        + Increases Expertise by 5 and Mongoose Strike, Raptor Strike, and Counterattack pierce through 7/14/20% of the target’s armor.
    - Row 7
      * Thrill of the Hunt
        + 3/3 → 2/2
    - Row 8
      * Master Tactician
        + 3/3 → 2/2
      * New Talent – Hunting For Sport
        + Requires Relentless talent.
        + 3/3
        + Increases the damage of your melee abilities on targets under 35% by 6/12/18%.   
            
          The melee haste of all party and raid members within 50 yards is increased by 7/14/20%. This does not stack with similar effects.
* Priest
  + Discipline
    - Row 9
      * Divine Aegis
        + 3/3 → 2/2
    - Row 10
      * Borrowed Time
        + 5/5 → 3/3
  + Holy
    - Row 3
      * New Talent – Afterkindling
        + 3/3
        + Increases all damage done by 1/2/3% to targets affected by your Holy Fire and reduces the mana cost of Smite and Holy Fire by 4/7/10%.
    - Row 4
      * Searing Light
        + No longer requires Divine Fury.
      * New Talent – Blessed Vengeance
        + Requires Searing Light talent.
        + 5/5
        + Increases the critical strike damage of your Holy Fire, Holy Nova, Penance, and Smite by 20/40/60/80/100%.
    - Row 6
      * Spiritual Healing
        + 5/5 → 3/3
    - Row 7
      * New Talent – Radiant Fury
        + Requires Blessed Vengeance talent.
        + 3/3
        + Your Smite, Holy Fire and the damage of Holy Nova gains an additional 4/7/10% of your bonus spell damage effects.   
            
          Increases the spell haste of all party members within 50 yards by 1/2/3%.
    - Row 8
      * New Talent – Divine Accuracy
        + 3/3
        + Increases your hit rating by 4/8/12% of your spirit and increases the duration of Holy Fire by 1/2/3 seconds.
    - Row 10
      * Divine Providence
        + 5/5 → 3/3
      * New Talent – Epiphany of Light
        + Requires Surge of Light Talent.
        + 5/5
        + The periodic damage of Holy fire has a 2/4/6/8/10% chance to trigger Surge of Light. In addition, the periodic damage of Holy Fire is increased by 20/40/60/80/100%.
  + Shadow
    - Row 5
      * Vampiric Touch
        + Causing you to be healed for 15% and other party members to be healed by 3% → Causing you to be healed by 8% and other party members to be healed by 2%.
    - Row 7
      * Shadow Power
        + 5/5 → 3/3
    - Row 10
      * Twisted Faith
        + 5/5 → 3/3
* Warlock
  + Affliction
    - Row 5
      * Siphon Life
        + Instantly healed for 50% → 40% of damage done.
    - Row 7
      * Contagion
        + 5/5 → 3/3
    - Row 10
      * Everlasting Affliction
        + 5/5 → 3/3
  + Demonology
    - Row 8
      * Demonic Tactics
        + 5/5 → 3/3
    - Row 10
      * Demonic Pact
        + 5/5 → 3/3
        + Wording changed from “does not work on subjugated demons” to “enslaved demons”, meaning that I think it will not work with the Enslave Demon Legendary ME.
  + Destruction
    - Row 5
      * Backlash
        + No longer requires Intensity talent.
    - Row 8
      * Shadow and Flame
        + 5/5 → 3/3
    - Row 10
      * Fire and Brimstone
        + 5/5 → 3/3
* Rogue
  + Assasination
    - Row 5/9
      * Mutilate/Cold Blood
        + Mutilate and Cold Blood have switched places in the talent tree; Mutilate is now in Row 5, Cold Blood is now in row 9.
    - Row 6
      * Seal Fate
        + 5/5 → 3/3
    - Row 10
      * Cut to the Chase
        + 5/5 → 3/3
  + Combat
    - Row 10
      * Prey on the Weak
        + 5/5 → 3/3
    - Row 11
      * Killing Spree
        + 20% increased damage for the duration → 40%.
  + Subtlety
    - Row 8
      * Sinister Calling
        + 5/5 → 3/3
    - Row 10
      * Slaughter from the Shadows
        + Reduces energy cost of Hemorrhage by 1/2/3/4/5 → 2/4/6/8/10.
    - Row 11
      * Shadow Dance
        + Duration 6 Seconds → Duration 8 Seconds.
* Druid
  + Balance
    - Row 4
      * Vengeance
        + 5/5 → 3/3
    - Row 7
      * Improved Moonkin Form
        + 10/20/30% spirit as spell damage → 13/26/40% spirit as spell damage.
    - Row 8
      * Wrath of Cenarius
        + 5/5 → 3/3
  + Feral
    - Row 9
      * Improved Mangle
        + 3/3 → 2/2
    - Row 10
      * Rend and Tear
        + 5/5/ → 3/3
      * Primal Gore
        + Also affects Thrash.
  + Restoration
    - Row 8
      * Empowered Rejuvenation
        + 3/3
    - Row 10
      * Gift of the Earthmother
        + 5/5 → 3/3
* Mage
  + Arcane
    - Row 2
      * Magic Absorption
        + All spells that you fully resist grant you 1/2% mana → all spells that damage you have a 10% chance to restore 1/2% mana.
    - Row 8
      * Mind Mastery
        + 5/5 → 3/3
    - Row 9
      * Missile Barrage
        + 5/5 → 3/3
        + Reduce channel of the next Arcane Missile spell by 2.5 sec → 2 sec.
  + Fire
    - Row 7
      * Firepower
        + 5/5 → 3/3
    - Row 10
      * Burnout
        + 5/5 → 3/3
  + Frost
    - Row 10
      * Chilled to the Bone
        + 5/5 → 3/3
* Warrior
  + Arms
    - Row 7
      * Second Wind
        + 10/20 Rage -> 18/35 Rage
    - Row 8
      * Improved Mortal Strike
        + 3/3 → 2/2
    - Row 9
      * Sudden Death
        + 10 Rage after using execute → 5 Rage.
        + Instead of a flat 3/6/9% chance to proc, melee hits have an uncapped stacking chance to proc until it does, after which the chance is reset. Presumably the stacking chance per hit increases with talent points.
    - Row 10
      * Wrecking Crew
        + 5/5 → 3/3
    - Row 11
      * Blade Storm
        + 4 targets → 6 targets
  + Fury
    - Row 6
      * Flurry
        + 5/5 → 3/3
    - Row 9
      * Bloodsurge
        + Next Slam instant for 5 sec → 8 sec
    - Row 10
      * Unending Fury
        + 5/5 → 3/3
    - Row 11
      * New Talent – Single Minded Fury
        + 1/1
        + When you dual wield one handed weapons, you deal 5% additional damage and Slam hits with both weapons.
  + Protection
    - Row 4
      * Improved Spell Reflection
        + Closest 2 party members → Closest 4 party members
    - Row 7
      * Improved Defensive Stance
        + Also reduces the chance you’ll be critically hit by monsters’ melee attacks by 3/6%.
      * Vigilance
        + 15% threat transfered → 10% threat transfered

Issue with tooltip where it lists it as -10% threat transferred.

* Paladin
  + Holy
    - Row 8
      * Holy Guidance
        + 5/5 → 3/3
    - Row 9
      * Judgements of the Pure
        + 5/5 → 3/3
  + Protection
    - Row 6
      * Sacred Duty
        + Also reduces the chance you’ll be critically hit by monsters’ melee attacks by 3/6%.
    - Row 8
      * Redoubt
        + 3/3 → 2/2
    - Row 9
      * Touched by the Light
        + 3/3 → 2/2
  + Retribution
    - Row 3
      * Conviction
        + 5/5 → 3/3
    - Row 7
      * Judgements of the Wise
        + 3/3 → 2/2
    - Row 9
      * New Talent – Promise of the Crusader
        + Replaces Crusader Strike, which is now a baseline ability.
        + 1/1
        + Increases the chance to critically strike and hit with Exorcism by 3%.
    - Row 10
      * Righteous Vengeance
        + When Judgement, Crusader Strike and Divine Storm spells deal a critical strike… → When any of your melee abilities deal a critical strike…