Isaac

**Alignment**: Neutral Neutral **Race**: Human **Class**: /



**Normal mode**:

* ***Cry***  
  **Active**: Isaac deals 15 ranged damage to an enemy. Can be used any number of times in a round.  
  **Keywords**: Attack, Ranged, Repeatable.
* ***Dodge***  
  **Active**: Isaac dodged an attack.  
  **Keywords**: Dodge.
* ***Throw bomb***  
  **Active**: Isaac throws a bomb on enemy that deals 30 damage to him and his minions.  
  **Keywords**: Attack, Ranged, Hits last, Semi AoE.
* ***Hide behind poo***  
  **Passive**: When Isaac is damaged he spawns 0/25 Pile of Poo that protects him from single target attacks until it is destroyed. If there are 3 or more Piles of Poo that protect Isaac, he is protected from ANY attacks.  
  **Active**: Isaac Spawns 0/20 Pile of Poo that protects him from single target attacks.  
  **Keywords**: Spawn minion.
* Ako Servant blokira dmg , bez obzira koliki je dmg upice ga celog , sto znaci da je 0/25 passiv spawn minion prejak (npr 100 single target dmga ce biti potpuno upijeno od ovog jednog 0/25 govanca) . Smanji HP Pooa na 10 ili otezaj summoning condition (if Isaac takes 25 or more damage from an attack). Aktiv je okej.
* ***Find Golden Room***  
  **Active**: Isaac finds Golden Room and one item inside. He can choose to equip it.  
  **Keywords**: Buff.
* ***Devil path***  
  **Passive**: Locked until Isaac uses Cry 3 times.  
  **Active**: Isaac enters Satan mode. Isaac chooses 2 Devil items to equip.  
  Keywords: Transformation, Buff.
* ***Angel path***  
  **Passive**: Locked until Isaac had spawned 3 Piles of Poo.  
  **Active**: Isaac enters Angel mode. Isaac chooses 2 Angel items to equip.  
  Keywords: Transformation, Buff.

**Devil mode**:

* ***Cry***   
  **Active**: Isaac deals 30 damage to an enemy. Can be used any number of times in a round.  
  **Keywords**: Attack, Ranged.
* ***Dodge***  
  **Active**: Isaac dodges two attacks this turn.  
  **Keywords**: Dodge.
* ***Throw bomb***  
  **Active**: Isaac throws a bomb on enemy that deals 30 damage to him and his minions.  
  **Keywords**: Attack, Ranged, Hits last, Semi AoE.
* ***Sacrifice***  
  **Active**: Isaac can use this ability before being hit once per round. Gives away 10 hp to shield 50 damage this turn. Isaac uses his other ability as planned.  
  **Keywords**: Shield. Haste.
* This ability is a Reaction , another Action may be taken at the same Turn .
* ***Summon Devil familiar***  
  **Active**: Isaac summons one of the devil familiars (Isaac can have only one of each of those familiars):  
  a) My Shadow: 0/50 familiar that fears enemies when Isaac is damaged making them unable to attack Isaac next turn.  
  b) Leech: 10/10 familiar that attacks whenever Cry is used. Heals Isaac for damage dealt.  
  c) Lil Brimstone: 25/50 familiar that deals unblockable ranged damage to a targeted enemy (can be evaded) at the end of a round.  
  **Keywords**: Summon minion.

**Angel mode**:

* ***Cry***  
  **Active**: Isaac deals 25 damage to an enemy. Can be used any number of times in a round.  
  **Keywords**: Attack, Ranged.
* ***Dodge***  
  **Active**: Isaac dodges two attacks this turn.  
  **Keywords**: Dodge.
* ***Throw bomb***  
  **Active**: Isaac throws a bomb on an enemy that deals 30 damage to him and his minions.  
  **Keywords**: Attack, Ranged, Hits last, Semi AoE.
* ***Angel protection***  
  **Passive**: Isaac receives 10 damage less from everything.  
  **Active**: Isaac is immune to damage this turn.  
  **Keywords**: Shield. Hits first.
* Dmg moze da bude Ignored (Dodged) , Negated ili Absorbed . Neko moze da prevazice nesto od ova 3 Vader ne moze da bude Ignorisan , Kenshiro Absorbovan , Vegita Negatovan . Ali immune NIKO ne moze da zaobidje. Uz Hits First je malo OP , ili mu uradi samo Immune ili kazi Hits First ali absorb umesto immune jer neki Heroji mogu da bajpesu Absorb.
* ***Summon Angel familiar***  
  **Active**: Isaac summons one of the angel familiars (Isaac can have only one of each of those familiars):  
  a) **Seraphim**: 0/50 familiar that deals 15 damage at the end of each turn to selected target.This damage is not considered an Attack.  
  b) **Isaac’s head**: 0/20 familiar that fires another Cry when Cry is used, target may be different.  
  c) **The Relic**: 0/100 familiar that gives Isaac 20 permanent shield at the start of each round. Can be summoned once per game. Promeni samo ovo u Isaac gains 20HP jace je od obicnog armora i lakse je u gejm mehanici da se razresi. HP gain je trajan i moze da prevazice HP maximum. Ako je neko samo shieldovan onaj ko prolazi kroz Absorb ignorisace shield kao da ne postoji.  
  **Keywords**: Summon minion.

**Golden Room items:**

* **Cricket’s head**: Cry’s damage is increased 1.5 times.
* **Ipecac**: Cry becomes Puke, description below.
* **Polyphemus**: Cry’s damage is increased 2.5 times, can be used only once per round.
* **Monstro’s Lungs**: Cry’s damage is dealt in 1 damage instances. Cry now reads : ,, Deal 15x 1 damage attacks to an enemy . Can be used any ammount of times per Round (can not Exaust) . Damage buffs increase the number of attacks by +1 per damage , put do not add the damage bonus to this attack . ,,
* **The inner eye**: Cry now hits 3 targets.
* **Crystal Ball**: Grants Future! Ability.
* **Spoon bender**: Cry cannot be evaded. +5 Cry damage.
* **Ouija board**: Cry cannot be blocked. +5 Cry damage.
* **D6**: Grants Reroll! Ability.
* **Toothpicks**: Cry gains Hits first.
* Da li se bonusi od Ajtema stakuju? Recimo 2.5+1.5 dmg bonus

**Devil items**:

* **Abaddon**: Isaac cannot heal anymore. +5 Cry damage. Enemies hit by Cry are unable to attack Isaac next turn (If there is only one enemy against Isaac, his attacks hit last instead of unable to attack). Shvatam sta si hteo ali Cry moze da se spamuje i potencijalno ima vise meta , umesto ovoga napisi targets hit roll a 1d6 on a 1,2,3 they can not attack Isaac next Turn.
* **Judas’ Shadow**: Isaac will revive after death with 40 hp. +5 Cry damage at respawn.
* Revive sposobnosti koje nisu Ultimate ili deo Ultimeta su zabranjene Bole , veruj mi imali smo ih ranije , jos je ova autotriggered , ako bas insistiras da ga vratis vrati ga sa 10hp.
* **Spirit of the night**: Isaac gains flight. +5 Cry damage. Whenever used?
* **Razor blade**: Isaac can give hp to gain half as much damage bonus for Cry. For the next Cry used ?
* **Maw of the void**: After using Cry 3 times deals Cry damage to everyone except Isaac.
* **Sweet suffering**: When Isaac is damaged by a damage instance, he rolls d6. If he gets 6, he is healed for the amount he would be damaged. This ability can only trigger once per Round and has a Cooldown of 3 Turns after the Turn used have passed , in which it can not be used again.

**Angel items**:

* **Holy grail**: Isaac gains 20 max hp and flight. Permaflight? Ili aktivirana sposobnost koja uvek daje 20HP i flight.
* **Godhead**: Cry cannot be blocked. Cry cannot be dodged. Uz ludacke comboe sa Cryjem ovo moramo malo da limitiramo , umesto passiva nek bude used as a Reaction , if your Cry ability would be Blocked or Dodged it is not this Turn , you can use this at the same time as Cry.
* **The wafer**: Isaac can not be damaged for more than 30 damage per one turn.
* **Holy mantle**: Isaac ignores first instance of damage each round. Zbog toga sto je pasivno ovo je lako gamebreaking za vecinu heroja koji imaju samo 2 napada jer em moraju da vejstuju napad em diluju mali dmg , neka pise instead : ,,The first attack that Hits Isaac deals 1/2 damage to Isaac instead of full damage,,
* **Holy light**: Cry rolls d6. If roll is 6 it deals 40 bonus damage.
* **Celtic cross**: Getting damaged by a damage instance gives Isaac immunity to damage for this turn if 5 or 6 are rolled on d6. Ovo nema puno smisla u BDu jer se vecina udaraca desava u isto vreme , napisi umesto toga slobodno is Isaac is damaged by an attack roll a 1d6 on a 4,5,6 all slower attacks than the attack that damaged him can not damage him (he is immune) for the rest of the Turn. Passivno

**Item abilities**:

* ***Puke***  
  **Active**: Deal 40 ranged damage. Damage cannot be increased. Hits target and his minions. Buffs for Cry that are not damage increase are applied to Puke. Can be used any number of times in a round. 40 dmg je blaaago op uz kombo sa Servantima/familiarima gore to je 1 shot jer on valjda kopira Cry i samim time Puke, 30 dmga bi bilo okej i can be used 2x times per Round .  
  **Keywords**: Attack, Ranged, Semi AoE, Repeatable.
* ***Future***:   
  **Active**: Every player must state abilities that will be targeted to Isaac in next two turns. Can be used once in game.  
  **Keywords**: Prediction. Exhaust.
* ***Reroll***  
  **Active**: Each player uses random ability this turn. If targetable ability is used, its target is chosen randomly (can hit allies if it is an attack). Can be used once in game. Ukloni 1x per game restrikciju na ovome fer je sposobnost , mozes radi interesantnosti alternativni b) effekat - you may force any character to reroll a dice roll they make this Turn (friend or foe) to bi zaista moglo da sjebe par likova :D  
  **Keywords**: Exhaust. Relativistic.