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Unreal Engine - Characters Stylized Fantasy Enemy NPC Bundle (Engine version 4.18-4.27, 5.0-5.3)

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Unreal Engine - Characters Stylized Fantasy Enemy NPC Bundle: Introducing the Stylized Enemy NPC Bundle, featuring 16 unique characters designed for RPGs, RTSs, MOBAs, or MMOs. Perfect for stylized and fantasy-themed games, this creature pack offers intricate detailing suitable for both personal cameras and Mobile games.

With various colour materials and a hue shift node, you can customize your colour extensively. Additionally, several assets in this bundle are modular, allowing you to customize their outfit and appearance to suit your needs.

The bundle comes with PBR stylized materials, including 136 hand-painted diffuse maps, 30 normal maps, 2 roughness maps, 19 emissive maps, and 4 opacity maps. Each character is rigged and scaled to the Epic skeleton, with 8 out of 16 characters featuring an edited Epic Skeleton.

These characters are animated and offer re-targeting possibilities, although you are advised to use them at your own risk. The triangle count varies for each character, ranging from 1.5k for the Slime to 35.3k for the Skeleton Warrior, ensuring compatibility with various game environments and platforms.

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