Unreal Engine - Animations Powerful Fighter Pack (Engine version 4.27, 5.0-5.2)

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Unreal Engine - Animations Powerful Fighter Pack:

This package offers character animations tailored for RPG development, particularly focusing on fighters. With approximately 445 distinct key animations, it provides a comprehensive range of motions to bring your character to life. Whether wielding a katana from the Powerful Sword pack or employing the agility of the Dual Blade Pack, this collection enables seamless integration into your game mechanics.

Here's a breakdown of the animations included for the Fighter category:

- Movement_Root: 27 animations
- Movement_Inplace: 26 animations
- Turn_in_place_Root: 34 animations
- Turn_in_place_Inplace: 34 animations
- Crouch_Root: 10 animations
- Crouch_Inplace: 10 animations
- Idle To Move_Root: 2 animations
- Idle To Move_Inplace: 2 animations
- Move To Idle_Root: 3 animations
- Move To Idle_Inplace: 3 animations
- Skills_Root: 19 animations
- Skills_Inplace: 20 animations
- Attack_Root: 56 animations
- Attack Inplace: 56 animations
- Blocking: 2 animations
- Dodge_Root: 6 animations
- Dodge_Inplace: 6 animations
- Jump_Root: 4 animations
- Jump_Inplace(ZeroHeight): 8 animations
- Jump Attack_Root: 3 animations
- Jump Attack_Inplace(ZeroHeight): 6 animations
- Double Jump_Root: 4 animations
- Double Jump_Inplace(ZeroHeight): 12 animations
- Rock away_Root: 5 animations
- Rock away_Inplace: 5 animations
- Weaving_Root: 3 animations
- Weaving_Inplace: 3 animations
- Switching Class: 4 animations
- Fighter_Walk_To_Katana_Idle: 4 animations
- Damage(Root+Inplace): 33 animations
- KnockDown: 22 animations
- Injured_Root: 2 animations
- Injured_Inplace: 2 animations

This extensive assortment empowers developers to create dynamic and engaging combat sequences, enhancing the immersive experience for players.

- Compatibility with other packs: This animation pack seamlessly integrates with my other offerings.
- Compatible Packs: Fighter Pack, Dual Blade Pack, and Powerful Sword Pack (including Great Sword and Katana).
- Scaled to Epic Skeleton: Yes
- Rigged: Yes
- Rigged to Epic Skeleton: Yes
- Animated: Yes
- Number of Animations: 445 (including Root and In-place variations)
- Animation Types: Supports both In-place and Root Motion animations
- Supported Development Platforms: All
- Supported Target Build Platforms: All

These features ensure flexibility and ease of use across various development environments, allowing for versatile integration into your projects.

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