



Unreal Engine - Stylized Orcs - RPG NPC (Engine version 4.27, 5.0- 5.2)

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Unreal Engine - Stylized Orcs - RPG NPC: Introducing our stylized Orc NPCs for your RPG games! This collection features three distinct color variations along with 29 dynamic animations per character, including a Boss, Warrior, Hunter, and Warlock. The animations cover a range of actions from idle stances to combat movements such as melee attacks, bow shots, and spell casting. Each Orc is built on a Humanoid rig, offering flexibility and seamless integration into your game environment.

With technical details encompassing 17 materials, 73 textures, 5 static meshes, and 116 animation sequences, this collection provides a comprehensive package for developers seeking immersive Orc characters for their projects. Whether you're crafting a fantastical world or engaging in epic battles, these Orcs are ready to bring your game to life.



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