

## Unreal Engine - Characters Full NPC pack v5.1

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**Unreal Engine - Characters Full NPC pack v5.1:** Introducing a series of game-ready modular characters with face blend shapes and Epic Skeleton rigging. Each character is meticulously crafted with separate mesh parts and features various face blend shapes or morph targets for added realism. Additionally, they are rigged to the Epic Skeleton, allowing for easy integration into your project. Cloth physics simulation is included to enhance the characters' movements and dynamics.

### The series includes:

- 1. Barmaid: Offers 53 face blend shapes/morph targets and cloth physics simulation.
  - 2. Peasant Woman: Comes with 4 color variations for the skin, 53 face blend shapes/morph targets, and cloth physics simulation. The skin and clothing colors are combinable. Additionally, it includes 3 ready-made variations of skins.
  - 3. Poor Peasant: Features 3 color variations for the skin, cloth physics simulation, hair physics simulation, and 52 face blend shapes/morph targets.
  - 4. Cook: Provides 3 color variations for the skin, cloth physics simulation, and 52 face blend shapes/morph targets.
  - 5. Butcher: Includes separate mesh parts, 52 face blend shapes/morph targets, cloth physics simulation, and separate texture sets for the body, head, blouse, apron, hat, bandage, boots, pants, and knife.
  - 6. Blacksmith: Features separate mesh parts, 52 face blend shapes/morph targets, cloth physics simulation, and separate texture sets for the body, head, blouse, apron, gloves, boots, pants, eyelashes, eyes, hair, beard, teeth, and other items such as bandages and tools.
  - 7. Merchant: Comes with separate mesh parts, 51 face blend shapes/morph targets, cloth physics simulation, and separate texture sets for the body, head, blouse, jacket, cape, boots, pants, bag, knife, cap, eyelashes, eyes, fur, hair, ring, potions, suitcase, and teeth.
  - 8. Peasant Man: Provides 4 color variations for the skin, 50 face blend shapes/morph targets, the ability to combine skin and clothing colors, and cloth physics simulation.
  - 9. Medieval Monk: Includes 3 color variations for the skin, 50 face blend shapes/morph targets, dirt/blood mask, and separate mesh parts.
- These assets are ideal for horror or fantasy games and provide a high level of detail, making them a valuable addition to your project.



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