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About This Content

Nurses, Doctors, EMTs and Rescue Workers - a city overrun by the living dead can never have too many and these fearless characters are ready to help clean up Horror City or die trying.

Made for use with the ever growing POP! art style, creator Vexed Enigma has brought to life (and un-death) a host of brand new characters themed around Medical and Rescue services, each with an extra alternative color scheme for convenient variation. Featuring a variety of skin tones and body types, with full facesets, zombie versions and downed/dead poses, this character pack is perfect for spicing up your POP! Horror City creations!



Features:

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- Made for use with POP! Resources and formatted for use in RPG Maker MV
 - 8 unique Medical & Rescue Characters with matching sprites and facesets, plus a color variant for each
 - 20 faceset sheets featuring full emotion sets for each character plus zombie facesets
 - Zombie and downed/dead versions of each character, with non-gory versions included for the squeamish
 - Brand new POP! sprite and faceset bases included featuring plus size and elderly characters
 - 8 new "Power Up" objects themed around Medical & Rescue services including Blood Packs, Crowbars, Scalpels and more!

Title: RPG Maker MV - POP! Horror City: Character Pack 1

Genre: Design & Illustration, Web Publishing

Developer:

Vexed Enigma

Publisher:

Degica

Franchise:

Maker

Release Date: 25 Mar, 2016

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English,French,Italian,German,Russian,Japanese







I think this is a very nice addition to the other related DLC.

I would recommend having the extra characters so long as you plan on using the other DLC. I can not recommend this product on simple fact sizes alone are too different to just use, no battlers, nothing for MV system that's built in. I expect if I'm buying a product as DLC for MV that it would be fully capable of current features MV offers as this is not. I love POP! series of graphics but there is a huge blunder on this product.

You see, okay you got map graphics and faceset emotions for your characters.

But you get no battler animation for either side view or front view.

That is a bad thing to experience, since the package seems incomplete.

So why I would recommend this pack then?

Well, check out the description of the product. It gives you what it says it gives you. Nobody said anything about battlers. And that's why my review is still positive, while I believe the developer should add some content to make it a little more appealing and useful.

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