Can I export characters made with SkinGen textures to other 3D tools?

Yes, absolutely. The SkinGen dynamic materials can be baked or flatten as image textures, and exported with the character to other 3D software. Besides direct compatibility with iClone, all SkinGen textures, shaders and parameters will be transferable to Unreal Engine through the Auto Setup plug-in for Unreal.

Reallusion FAQ
https://kb.reallusion.com/Product/52907/Can-I-export-characters-made-with-SkinGen-textures-to-other-3