

# Installing Your First Character Mod

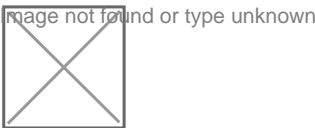
This is a very basic guide on installing your first mod. Following each step below, will teach you the fundamentals behind what tools you need, how they operate and ultimately how to install your new character.

## Prerequisites

Custom Character Tools (CCT)	<a href="#">Download Here</a>
Character mod for installation	
Character mod <b>POFO &amp; MOVESET</b> (if required)	
Data Editor (optional step)	<a href="#">Download Here</a>

## Step #1 |

For the purposes of this tutorial, we will be using **Joe Mashups' Tony D' Angelo** because it is a completely new character and requires a **POFO & MOVESET** to have it fully installed and working.



It is good practice once you have downloaded your character mod, to extract it to a folder of its own somewhere on your computer.

If your character does **not** require a **POFO & MOVESET**, then move to the [next step](#).

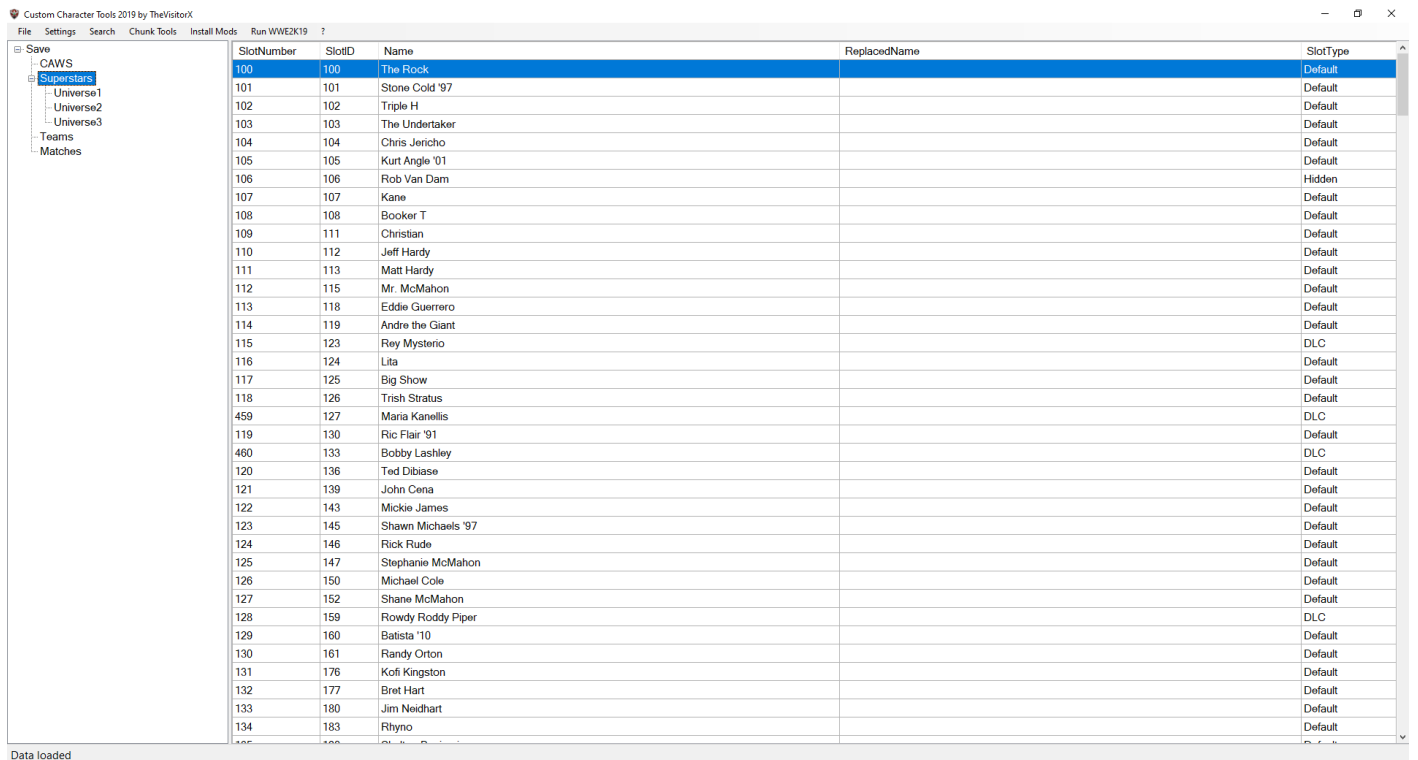
Next, if your character requires a unique slot, meaning that you are **not** replacing an existing one and are extending your roster, you will require a **POFO & MOVESET**. These can be downloaded from **ProWrestlingMods.io** or from the **ProWrestlingMods' Discord**. Place your downloaded **POFO & MOVESET** inside the folder with your downloaded character for ease of access.

When you have followed these steps, you should have something similar to the image below.

Name	Date modified	Type	Size
ch15202.pac	22/11/2021 05:26	PAC File	32,486 KB
ch15204.pac	22/11/2021 05:48	PAC File	32,486 KB
Tony D'Angelo (NXT2.0) 116.pof	09/02/2022 13:23	POFO File	1 KB
Tony D'Angelo (NXT2.0) 195 (19500).moveset	09/02/2022 13:23	MOVESET File	4 KB

## Step #2 |

Load up **Custom Character Tools** (CCT). You will be presented with the following.



The screenshot shows the Custom Character Tools (CCT) interface. On the left, there is a sidebar with a tree view containing 'CAWS', 'Superstars', 'Universe1', 'Universe2', 'Universe3', 'Teams', and 'Matches'. The main area displays a table with columns: SlotNumber, SlotID, Name, ReplacedName, and SlotType. The table lists various WWE characters and their corresponding slot numbers and IDs. The first row is highlighted in blue.

SlotNumber	SlotID	Name	ReplacedName	SlotType
100	100	The Rock		Default
101	101	Stone Cold '97		Default
102	102	Triple H		Default
103	103	The Undertaker		Default
104	104	Chris Jericho		Default
105	105	Kurt Angle '01		Default
106	106	Rob Van Dam		Hidden
107	107	Kane		Default
108	108	Booker T		Default
109	111	Christian		Default
110	112	Jeff Hardy		Default
111	113	Matt Hardy		Default
112	115	Mr. McMahon		Default
113	118	Eddie Guerrero		Default
114	119	Andre the Giant		Default
115	123	Rey Mysterio		DLC
116	124	Lita		Default
117	125	Big Show		Default
118	126	Trish Stratus		Default
459	127	Maria Kanellis		DLC
119	130	Ric Flair '91		Default
460	133	Bobby Lashley		DLC
120	136	Ted Dibiase		Default
121	139	John Cena		Default
122	143	Mickie James		Default
123	145	Shawn Michaels '97		Default
124	146	Rick Rude		Default
125	147	Stephanie McMahon		Default
126	150	Michael Cole		Default
127	152	Shane McMahon		Default
128	159	Rowdy Roddy Piper		DLC
129	160	Batista '10		Default
130	161	Randy Orton		Default
131	176	Kofi Kingston		Default
132	177	Bret Hart		Default
133	180	Jim Neidhart		Default
134	183	Rhyno		Default

Here you are introduced to a giant list of character names, slot numbers and slot ids. If you wish to familiarize yourself with slot ids and numbers, check out the **Wrestler ID** pages on the wiki.

If you are happy with your **POFO** & **MOVESET** slot ids, skip this next step.

- Refer back to the **POFO** that you have downloaded into your created folder. Normally, there will be a number at the end of the file. In this case, it's **116**. Now, this does not exist from the picture above. What do we do? Very easy, we now load up **Data Editor**.

Wrestler Information Editor [.pofo]

Entrance and Moveset Editor [.moveset]

Tag Team and Stable Editor [.team\_info]

Custom Match Editor [.match]

Tools, Help, Tutorials, Info, Downloads & Settings

Load full .pofo file

parts

Reset Information

View Readme File

View Tutorials

DONATE to support development

Save .pofo file

as

Basic Information

Wrestler ID

Select a Wrestler ID

Install .pofo via CCT

Name Settings

Announcer Settings

Send to WrestlePLUS

Friends and Rivals

Crowd Signs

Memory Table

String Table

Unlock Status

Unlocked (fully usable)

Set as DLC

No (appears in Superstars Menu)

Height

6'0"

Weight Class

Heavyweight

Weight

240 lbs

Gender

Male

Crowd Reaction

Attitude

Face

Crowd Balance

Cheer

Attributes

Arm Power

80

Pin Escape

70

Leg Power

80

Chain Wrestling Speed

65

Head Durability

75

Springboard Offense

80

Body Durability

80

Reversal

100

Arm Durability

80

Reversal Offense

85

Leg Durability

80

Mic Performance

85

Movement Speed

80

Strike Speed

80

Grapple Speed

80

Agility

75

Strength

75

Stamina

80

Stamina Recovery

70

Damage Recovery

75

Momentum

100

Strike Reversal

75

Grapple Reversal

75

Aerial Reversals

60

Chain Wrestling

80

Grapple Offense

90

Running Offense

90

Power Submission Offense

75

Technical Submission Offense

75

Aerial Offense

100

Aerial Range

85

Environmental Offense

100

Foreign Object Offense

100

Power Submission Defense

70

Technical Submission Defense

70

Skills

☒ Combo Striker

☐ Torpedo DDT

☒ Ring Escape

☐ Top Rope Double Knee

☒ Top Rope Diver

☒ Equip Box Diver

☒ Ladder Jumper

☒ Unicorn Stampede

☒ Ladder Daredevil

☒ Table Finisher

☒ Nosebleed Daredevil

☒ Truss Daredevil

☒ Coast to Coast

☐ King of Swing

☒ Royal Rumble Finisher

☐ Semi-Trailer Finisher

☒ Fired Up

☒ Running Corner Attack

☒ Springboard Diver

☒ Ring Toss Out

☒ Leverage Pin

☐ Van Daminator

☒ Comeback

☒ Car Finisher

☒ Hammer Throw

☒ Triple Powerbomb 1

☐ Remove Turnbuckle

☐ Triple Powerbomb 2

☒ Barricade Breaker

☒ Breakout Finisher

☒ Through the Table

☒ Skull Crushing Big Boot

☒ Apron DDT

☒ Ladder Finisher

☒ Escape Artist

☐ Pod People

☒ Outside Superplex

☐ Ring Breaker

☒ Double Finisher

☒ Catching Finisher

☒ Suicide Dive

☒ Kendo Assisted Yes Lock

☐ Apron Superplex

☒ Super Dropkick

☒ Corkscrew Legdrop

☒ Ladder Bridge Powerbomb

☐ Powerbomb into Boston Crab

☐ Multiple Attitude Adjustments

☐ Corner Post Baseball Slide

☒ Locker Powerbomb

☐ Locker Superkick Combo

☒ Office Table Powerbomb

☐ Office Table DDT

☒ Breaker Box Spear

☒ TV Monitor Spear

Abilities

Ability 1

Pin Combo Level 3

Ability 2

Rope Break Level 3

Ability 3

Dirty Pin Level 2

Ability 4

Technician Level 3

Ability 5

Teamwork Level 3

Ability 6

Fan Favorite Level 3

Ability 7

Mouthpiece Level 3

Ability 8

Brawl Level 3

Ability 9

Taunt Level 3

Ability 10

None

Personality Traits (+/-)

Prideful/Egoistical

-50

Respectful/Disrespectful

-55

Preservant/Desperate

-25

Loyal/Treacherous

60

Bold/Cowardly

55

Disciplined/Aggressive

-65

Payback

Set Payback Abilities

Hit Point Percentage: 100%

Head

0

5

10

15

20

25

30

35

40

45

50

55

Body

0

5

10

15

20

25

30

35

40

45

50

55

Arms

0

5

10

15

20

25

30

35

40

45

50

55

Legs

0

5

10

15

20

25

30

35

40

45

50

55

You will be presented with an application with many visible features. For this tutorial, we need the **POFO** tab as seen in the image above. With the **POFO** tab selected, open your downloaded **POFO**.

- Click '**Select a Wrestler ID**', and choose an id of your choosing. Refer to the **Wrestler ID** pages, CCT or names in the dropdown. For this instance, we're going to replace Haku (785).

Wrestler Information Editor [.pofo] | Entrance and Moveset Editor [.moveset] | Tag Team and Stable Editor [.team\_info] | Custom Match Editor [.match] | Tools, Help, Tutorials, Info, Downloads & Settings

Load full .pofo file | parts | Reset Information | View Readme File | View Tutorials | DONATE to support development | Save .pofo file | as

### Basic Information

Wrestler ID: 116

Unlock Status: 761 Sunil Singh, 762 Zelina Vega, 763 Cole Quinn, 764 El Mago, 765 Highschool Boy, 766 Highschool Girl, 767 Masked Fan, 768 WWE Staff Two, 769 SWAT Officer One, 770 SWAT Officer Two, 771 SWAT Officer Three, 772 Scotty 2 Hotty [Mod], 773 Grandmaster Sexay [Mod], 774 Great Muta [Mod], 775 Hardcore Holly [Mod], 776 Lance Storm [Mod], 777 Jack Swagger [Mod], 778 Sandman [Mod], 779 Alex Shelley [Mod], 780 Honky Tonk Man [Mod], 781 Sgt. Slaughter [Mod], 782 Raven [Mod], 783 Jay Lethal [Mod], 784 Neville (Pac) [Mod], 785 Haku [Mod], 786 Matt Riddle [Mod], 787 James Storm [Mod], 788 Val Venis [Mod], 789 Billy Kidman [Mod], 790 Road Warrior Animal [Mod]

Set as DLC: 769 SWAT Officer One, 770 SWAT Officer Two, 771 SWAT Officer Three, 772 Scotty 2 Hotty [Mod], 773 Grandmaster Sexay [Mod], 774 Great Muta [Mod], 775 Hardcore Holly [Mod], 776 Lance Storm [Mod], 777 Jack Swagger [Mod], 778 Sandman [Mod], 779 Alex Shelley [Mod], 780 Honky Tonk Man [Mod], 781 Sgt. Slaughter [Mod], 782 Raven [Mod], 783 Jay Lethal [Mod], 784 Neville (Pac) [Mod], 785 Haku [Mod], 786 Matt Riddle [Mod], 787 James Storm [Mod], 788 Val Venis [Mod], 789 Billy Kidman [Mod], 790 Road Warrior Animal [Mod]

Height: 769 SWAT Officer One, 770 SWAT Officer Two, 771 SWAT Officer Three, 772 Scotty 2 Hotty [Mod], 773 Grandmaster Sexay [Mod], 774 Great Muta [Mod], 775 Hardcore Holly [Mod], 776 Lance Storm [Mod], 777 Jack Swagger [Mod], 778 Sandman [Mod], 779 Alex Shelley [Mod], 780 Honky Tonk Man [Mod], 781 Sgt. Slaughter [Mod], 782 Raven [Mod], 783 Jay Lethal [Mod], 784 Neville (Pac) [Mod], 785 Haku [Mod], 786 Matt Riddle [Mod], 787 James Storm [Mod], 788 Val Venis [Mod], 789 Billy Kidman [Mod], 790 Road Warrior Animal [Mod]

Weight Class: 769 SWAT Officer One, 770 SWAT Officer Two, 771 SWAT Officer Three, 772 Scotty 2 Hotty [Mod], 773 Grandmaster Sexay [Mod], 774 Great Muta [Mod], 775 Hardcore Holly [Mod], 776 Lance Storm [Mod], 777 Jack Swagger [Mod], 778 Sandman [Mod], 779 Alex Shelley [Mod], 780 Honky Tonk Man [Mod], 781 Sgt. Slaughter [Mod], 782 Raven [Mod], 783 Jay Lethal [Mod], 784 Neville (Pac) [Mod], 785 Haku [Mod], 786 Matt Riddle [Mod], 787 James Storm [Mod], 788 Val Venis [Mod], 789 Billy Kidman [Mod], 790 Road Warrior Animal [Mod]

Gender: 769 SWAT Officer One, 770 SWAT Officer Two, 771 SWAT Officer Three, 772 Scotty 2 Hotty [Mod], 773 Grandmaster Sexay [Mod], 774 Great Muta [Mod], 775 Hardcore Holly [Mod], 776 Lance Storm [Mod], 777 Jack Swagger [Mod], 778 Sandman [Mod], 779 Alex Shelley [Mod], 780 Honky Tonk Man [Mod], 781 Sgt. Slaughter [Mod], 782 Raven [Mod], 783 Jay Lethal [Mod], 784 Neville (Pac) [Mod], 785 Haku [Mod], 786 Matt Riddle [Mod], 787 James Storm [Mod], 788 Val Venis [Mod], 789 Billy Kidman [Mod], 790 Road Warrior Animal [Mod]

### Crowd React

Attitude: 769 SWAT Officer One, 770 SWAT Officer Two, 771 SWAT Officer Three, 772 Scotty 2 Hotty [Mod], 773 Grandmaster Sexay [Mod], 774 Great Muta [Mod], 775 Hardcore Holly [Mod], 776 Lance Storm [Mod], 777 Jack Swagger [Mod], 778 Sandman [Mod], 779 Alex Shelley [Mod], 780 Honky Tonk Man [Mod], 781 Sgt. Slaughter [Mod], 782 Raven [Mod], 783 Jay Lethal [Mod], 784 Neville (Pac) [Mod], 785 Haku [Mod], 786 Matt Riddle [Mod], 787 James Storm [Mod], 788 Val Venis [Mod], 789 Billy Kidman [Mod], 790 Road Warrior Animal [Mod]

Crowd Balance: 769 SWAT Officer One, 770 SWAT Officer Two, 771 SWAT Officer Three, 772 Scotty 2 Hotty [Mod], 773 Grandmaster Sexay [Mod], 774 Great Muta [Mod], 775 Hardcore Holly [Mod], 776 Lance Storm [Mod], 777 Jack Swagger [Mod], 778 Sandman [Mod], 779 Alex Shelley [Mod], 780 Honky Tonk Man [Mod], 781 Sgt. Slaughter [Mod], 782 Raven [Mod], 783 Jay Lethal [Mod], 784 Neville (Pac) [Mod], 785 Haku [Mod], 786 Matt Riddle [Mod], 787 James Storm [Mod], 788 Val Venis [Mod], 789 Billy Kidman [Mod], 790 Road Warrior Animal [Mod]

### Abilities

Ability 1: Taunt Level 1, Bold/Cowardly, 35

Ability 2: None, Disciplined/Aggressive, -10

### Attributes

Arm Power: 70, Pin Escape: 40

Leg Power: 65, Chain Wrestling Speed: 65

Head Durability: 70, Springboard Offense: 40

Body Durability: 80, Reversal: 65

Arm Durability: 80, Reversal Offense: 55

Leg Durability: 80, Mic Performance: 75

Movement Speed: 60

Strike Speed: 75

Grapple Speed: 65

Agility: 55

Strength: 75

Stamina: 65

Stamina Recovery: 75

Damage Recovery: 40

Momentum: 50

Strike Reversal: 60

Grapple Reversal: 70

Aerial Reversals: 60

Chain Wrestling: 65

### Skills

Combo Striker, Ring Escape, Top Rope Double Knee, Top Rope Diver, Equip Box Diver, Ladder Jumper, Unicorn Stampede, Ladder Daredevil, Table Finisher, Nosebleed Daredevil, Truss Daredevil, Coast to Coast, King of Swing, Royal Rumble Finisher, Semi-Trailer Finisher, Fired Up, Running Corner Attack, Springboard Diver, Ring Toss Out, Leverage Pin, Van Daminator, Comeback, Car Finisher, Hammer Throw, Triple Powerbomb 1, Remove Turnbuckle, Triple Powerbomb 2, Barricade Breaker, Breakout Finisher, Through the Table, Skull Crushing Big Boot, Apron DDT, Ladder Finisher, Escape Artist, Pod People, Outside Superplex, Ring Breaker, Double Finisher, Catching Finisher

- Click 'Save .pofo file'. You will receive an alert telling you where your **POFO** has been saved.

Data Editor Install Dir / Files / Pofo /

Locate your **POFO** and rename it back to your original downloaded one so that you don't lose track. You can now delete your downloaded **POFO**.

Repeat this process with your **MOVESET** file.

## Step #3 |

With CCT open, locate the slot id found on the end of your **POFO** file inside the SlotID column.

- Right click the SlotID and select 'Import > CH-Pac-Files'.

443	784	Neville/Pac		Unused
444	785	Haku		Unused
445	786	Matt Riddle		Unused
446	787	James Storm		Unused
447	788	Val Venis		Unused
448	789	Billy Kidman		Unused
449	790	Road Warrior Animal		Unused
450	791	Demolition Crush/Bryan Adams/Demon		Unused
451	792	Demolition Ax		Unused
452	793	Demolition Smash		Unused
453	794	Jay White		Unused

- Select the appropriate **PAC** file depending on whether it is an Entrance or Ring. To understand the distinction between files. Please read the following detailed breakdown of file

names for characters:

For this example, we will be using **ch15202.pac** & **ch15204.pac**.

NAME	ID	ATTIRE	TYPE
CH: Character	152: SlotID	0: Alt Attire ID (0-4)	2: In Ring 4: Entrance

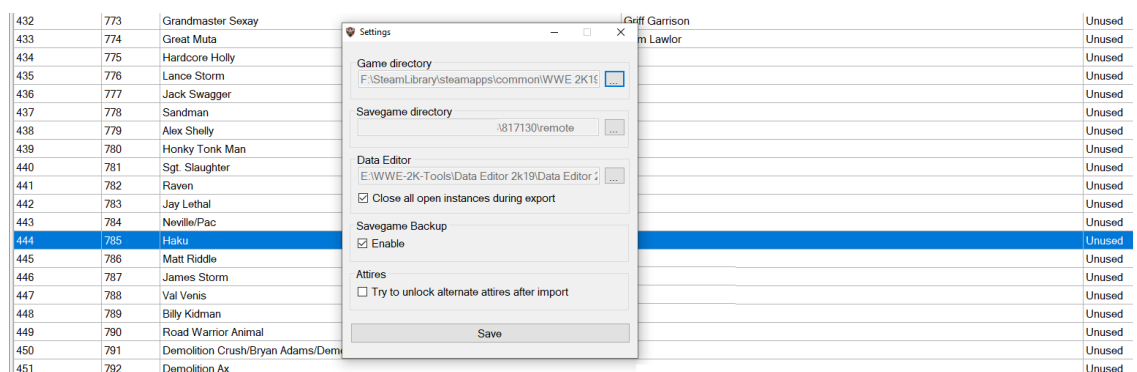
CCT will do the hard work of installing your character **PAC** files regardless of the SlotID provided on the downloaded files. Meaning that you should never worry about file names associated with downloaded characters when using CCT other than the ending value (2/4).

- We now choose OK. We will receive a message alerting us that installing these files cannot be undone, select OK.

## Step #4 |

If you are unfamiliar with the Chunk file, please refer to **this page** for full understanding. Now that your files are securely installed into your game, the game needs to know they exist - this is where the **.Def file** comes into play.

- With CCT still open, check your settings to make sure it knows where your game is located. If this is not set correctly, this process will fail.



- Once this step is OK. At the top of CCT, you will see the dropdown button '**Chunk Tools**'. Click this dropdown and select '**Regenerate Chunk0.Def**'. A prompt window will appear asking you which method.
- Make sure '**Full**' is chosen. Then press '**Start**'.

- This will do a full sweep of your game directory and generate a fresh **.def file** for your game, including your mods.

## Step #4 |

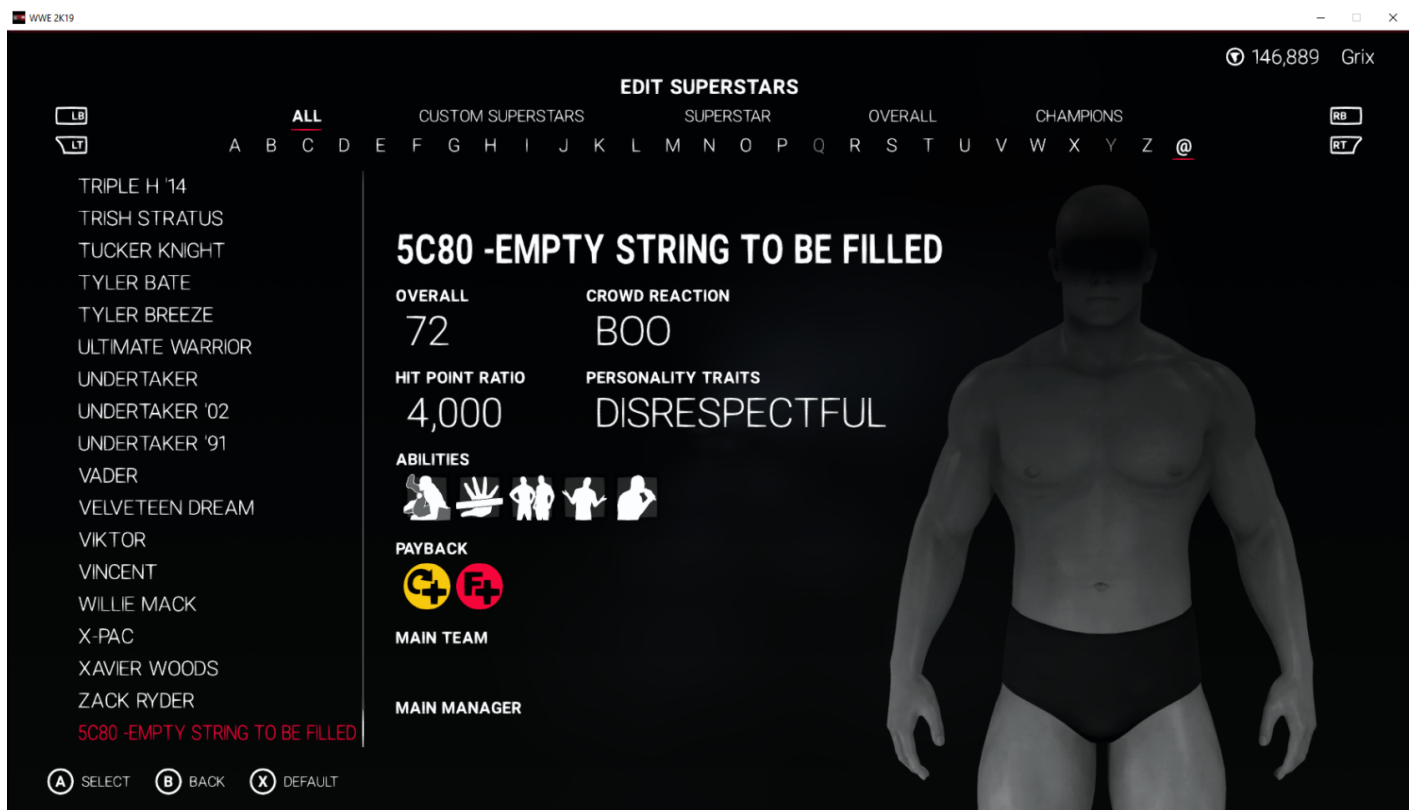
You're almost ready. Keep CCT open and load your WWE 2K, in this case WWE 2K19.

- Make your way to the main menu of your game.
- Tab back to CCT and right click your **SlotID** once again and choose '**Import > Pofo**' and select your **POFO** from earlier.
- Repeat this process for the **MOVESET**.

If you intend to use this character mod in Universe mode, you will need to repeat the import of **POFO & MOVESET** above in the Universe 1, Universe 2 and Universe 3 dropdown on the left, depending on which one you are wanting it for..

- Locate your character edit menu. In this case (WWE 2K19) it is My WWE.

If you followed everything exactly, you will now be presented with the following in your character list.





You **MUST** now cause the game to save. This can be done by editing one of the character stats and choosing to save all. If you do not do this, your character will not be saved/accessible.

Does the name of your character look strange? This is perfectly fine. You will need to edit the name string ids in the **POFO** with **Data Editor**. This requires another tutorial and will be posted here when it exists.

## Step #5 |

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Well done! That is the full installation of a brand new character to your game.



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