

Installing Your First Character Mod

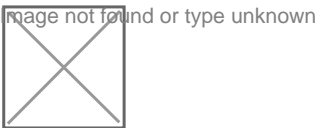
This is a very basic guide on installing your first mod. Following each step below, will teach you the fundamentals behind what tools you need, how they operate and ultimately how to install your new character.

Prerequisites

| | |
|---|-------------------------------|
| Custom Character Tools (CCT) | Download Here |
| Character mod for installation | |
| Character mod POFO & MOVESET (if required) | |
| Data Editor (optional step) | Download Here |

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](#).

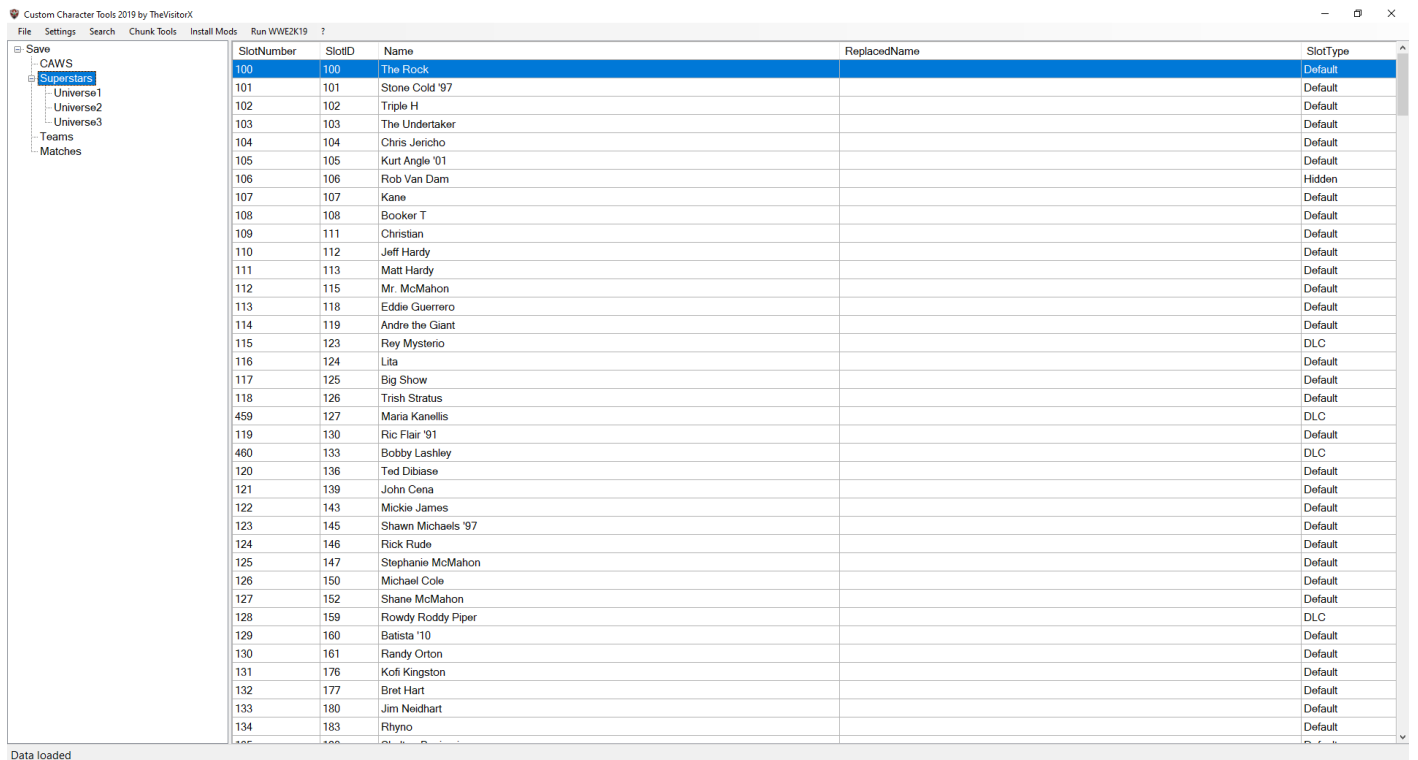
Next, if your character requires a unique slot, meaning that you are **not** replacing an existing one and are extending your roster, you will require a **POFO & MOVESET**. These can be downloaded from **ProWrestlingMods.io** or from the **ProWrestlingMods' Discord**. Place your downloaded **POFO & MOVESET** 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, Leg Power: 65, Head Durability: 70, Body Durability: 80, Arm Durability: 80, Leg Durability: 80, 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

Pin Escape: 40, Chain Wrestling Speed: 65, Springboard Offense: 40, Reversal: 65, Reversal Offense: 55, Mic Performance: 75

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

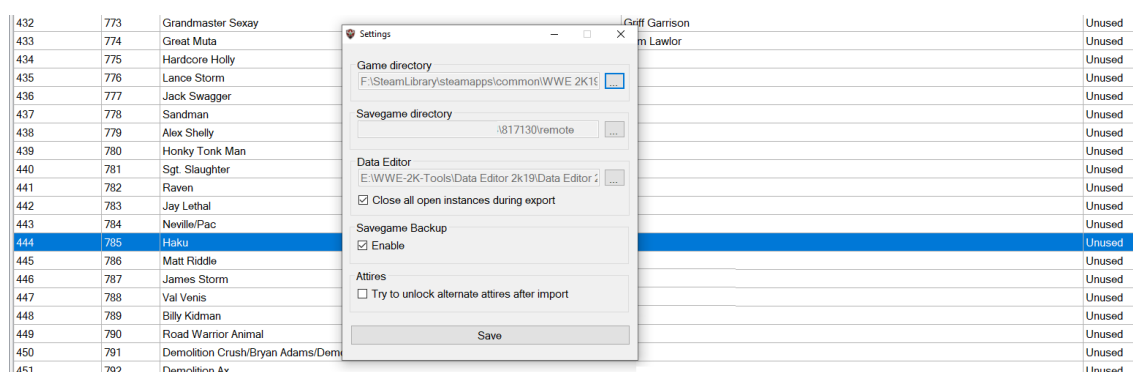
CCT will do the hard work of installing your character **PAC** files regardless of the SlotID provided on the downloaded files. Meaning that you should never worry about file names associated with downloaded characters when using CCT other than the ending value (2/4).

- 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 |

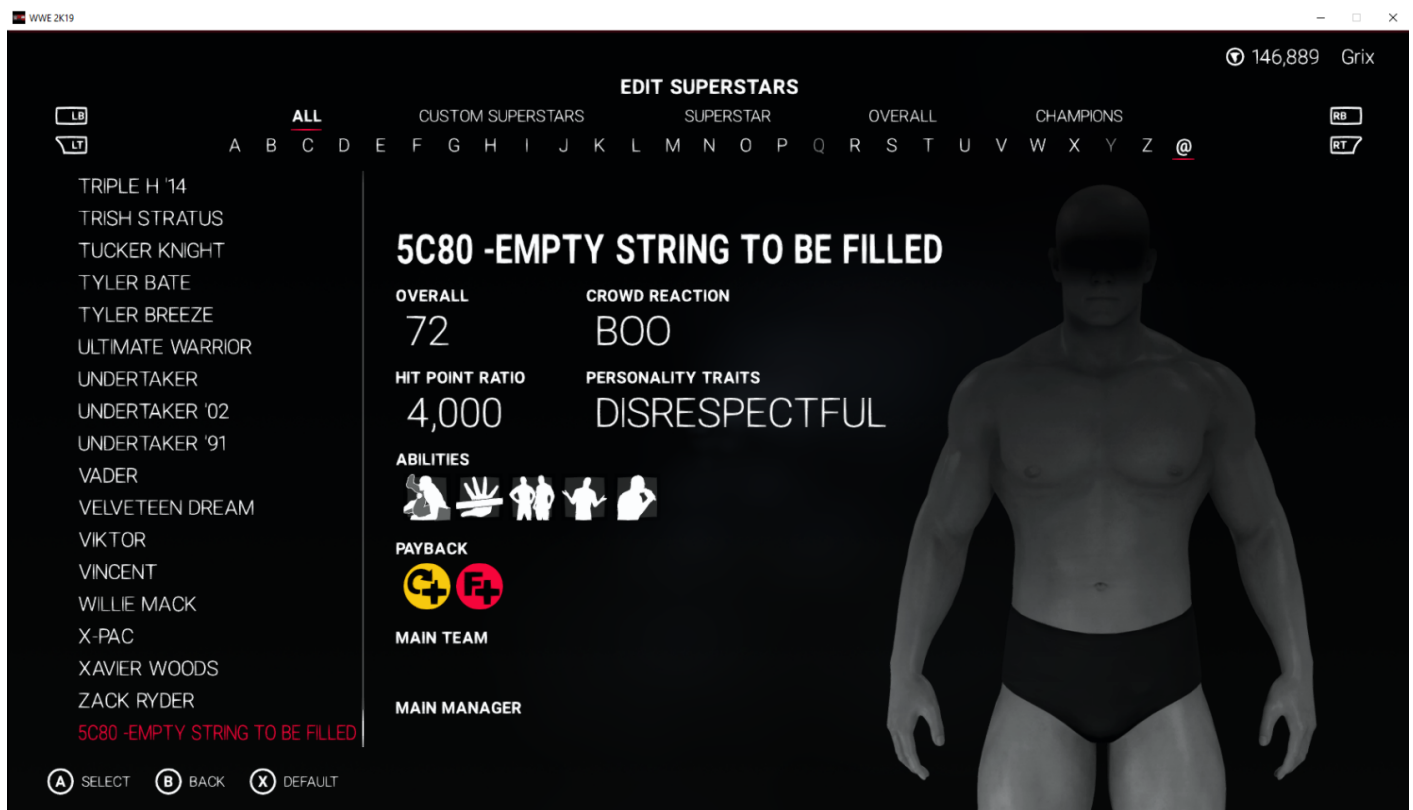
You're almost ready. Keep CCT open and load your WWE 2K, in this case WWE 2K19.

- 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 |

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



Revision #20

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