

Installing Your First Character Mod

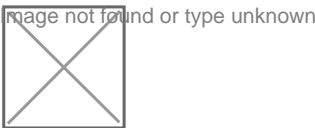
This is a very basic guide on installing your first mod. Following each step below, will teach you the fundamentals behind what tools you need, how they operate and ultimately how to install your new character.

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 few rows are 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:

Unlock Status:

Set as DLC:

Height: "

Weight Class: Weight:

Gender:

Crowd Reaction

Attitude:

Crowd Balance:

Abilities

Ability 1:

Ability 2:

Ability 3:

Ability 4:

Ability 5:

Ability 6:

Ability 7:

Ability 8:

Ability 9:

Ability 10:

Hit Point Percentage: 100%

Head:

Body:

Arms:

Legs:

Attributes

Arm Power: Pin Escape:

Leg Power: Chain Wrestling Speed:

Head Durability: Springboard Offense:

Body Durability: Reversal:

Arm Durability: Reversal Offense:

Leg Durability: Mic Performance:

Movement Speed:

Strike Speed:

Grapple Speed:

Agility:

Strength:

Stamina:

Stamina Recovery:

Damage Recovery:

Momentum:

Strike Reversal:

Grapple Reversal:

Aerial Reversals:

Chain Wrestling:

Grapple Offense:

Running Offense:

Power Submission Offense:

Technical Submission Offense:

Aerial Offense:

Aerial Range:

Environmental Offense:

Foreign Object Offense:

Power Submission Defense:

Technical Submission Defense:

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

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]

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

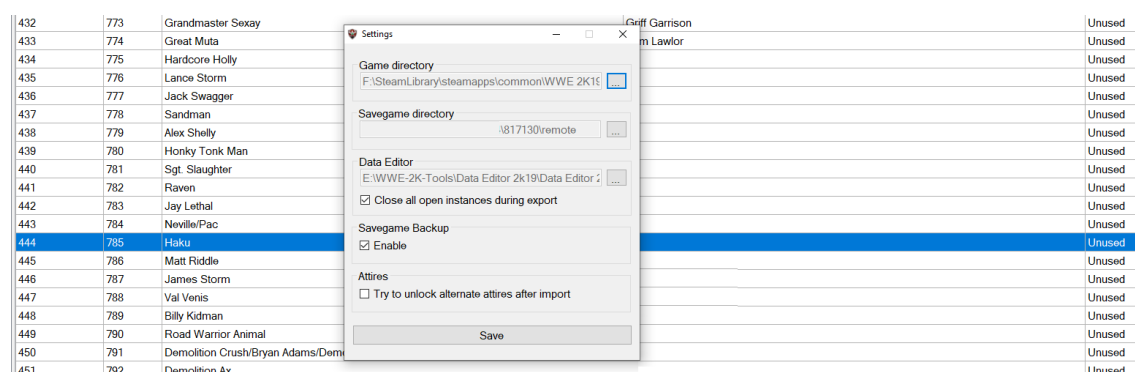
CCT will do the hard work of installing your character **PAC** files regardless of the SlotID provided on the downloaded files. Meaning that you should never worry about file names associated with downloaded characters when using CCT other than the ending value (2/4).

- 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 |

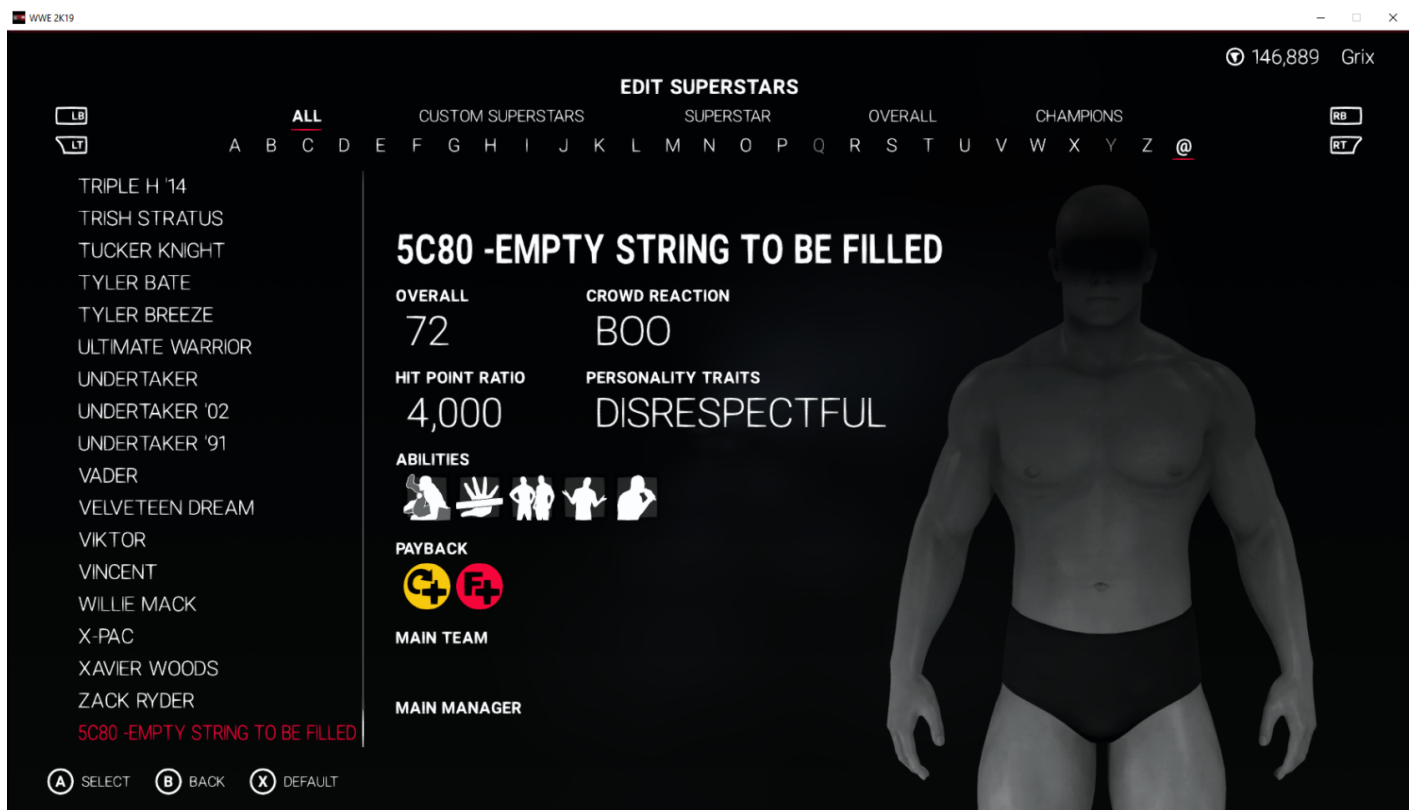
You're almost ready. Keep CCT open and load your WWE 2K, in this case WWE 2K19.

- 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.



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