# IMPORTANT NOTE

- This tutorial is in development, since I don't know all the sections of this tool right now.
- This tutorial teaches how to edit modified characters in a very basic way. You can change the character names, the outfit name, edit the set of skills they will use in the game, edit the stats and aura.

TOOLS NEEDED

xv2characreat: (You need to download the xv2ins file from among all those that Eternity has and inside will be the xv2characreat tool along with many others)

https://videogamemods.com/xenoverse/mods/eternity-tools/

Section 1: Mod info
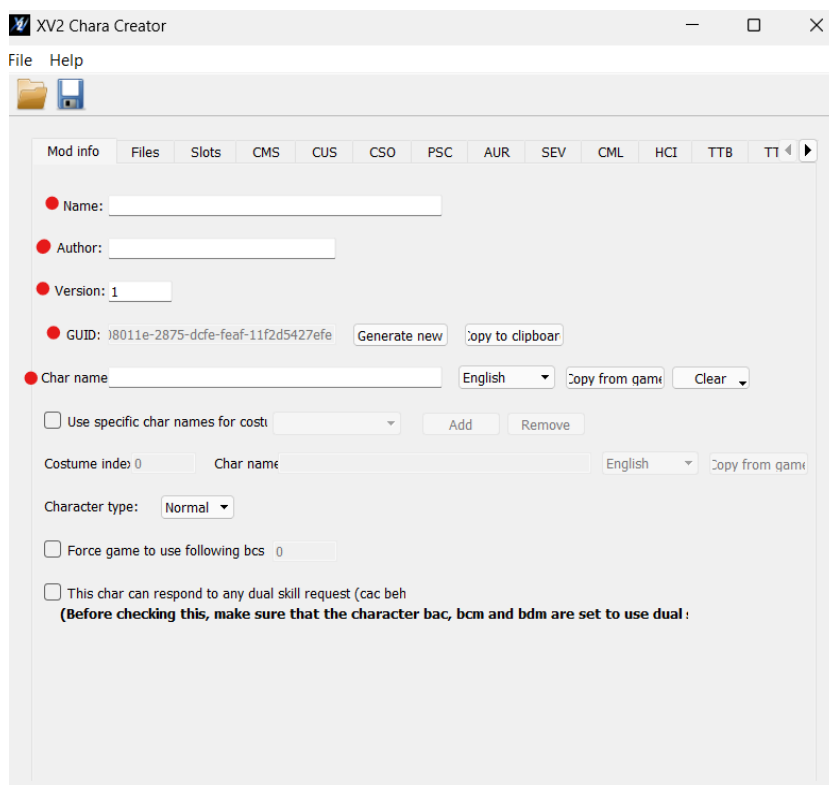
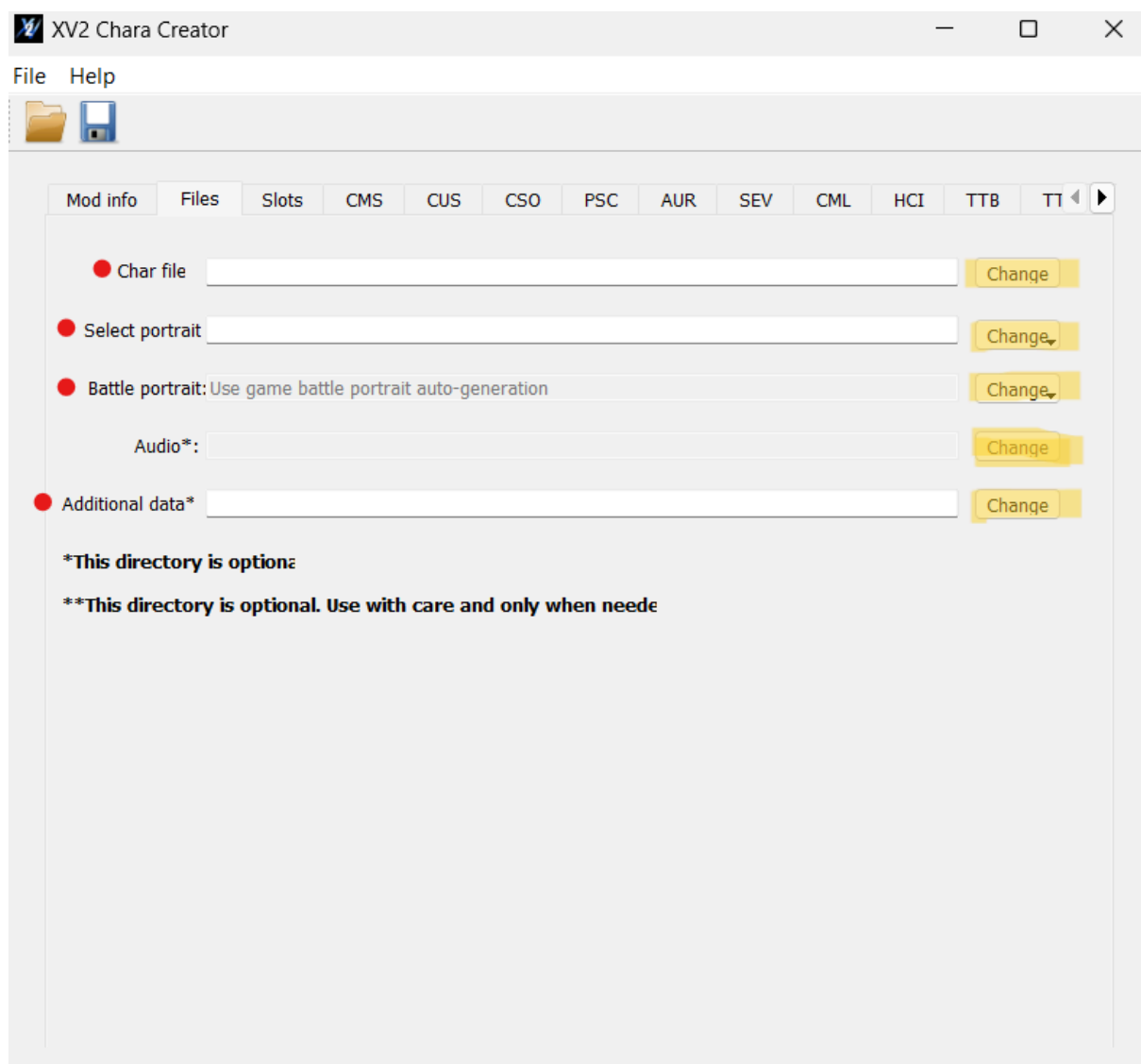**Name:** The name of the mod that will appear in xv2ins.

Author: Mod author name.

Version: The version of the mod you are working on.

GUID: It's usually always different, but you can click "generate new" to avoid collisions with other mods.

Char name: The name that will appear in the game.

Section 2: Files

Char file: When you are working on a character and want to update it. You must click on the "change" button and put the character folder. The character folder is 3 letters (example: GKB)

Select Portrait: Here you can select a custom portrait that you have made. The portrait format is SEL.DDS

Battle Portrait: I don't usually use this one much, but as its name indicates, it is the portrait that will appear next to the life bar.

Additional data*: This section is in case the character you're working on has additional mods, such as custom move sets, effects, or custom audio.
Normally these additional modifications are inside a folder called "JUNGLE" and this folder is inside the .x2m of the character
You just have to hit the "change" button and put the "JUNGLE" folder, which is where everything added to the character is.

Section 3: Slots
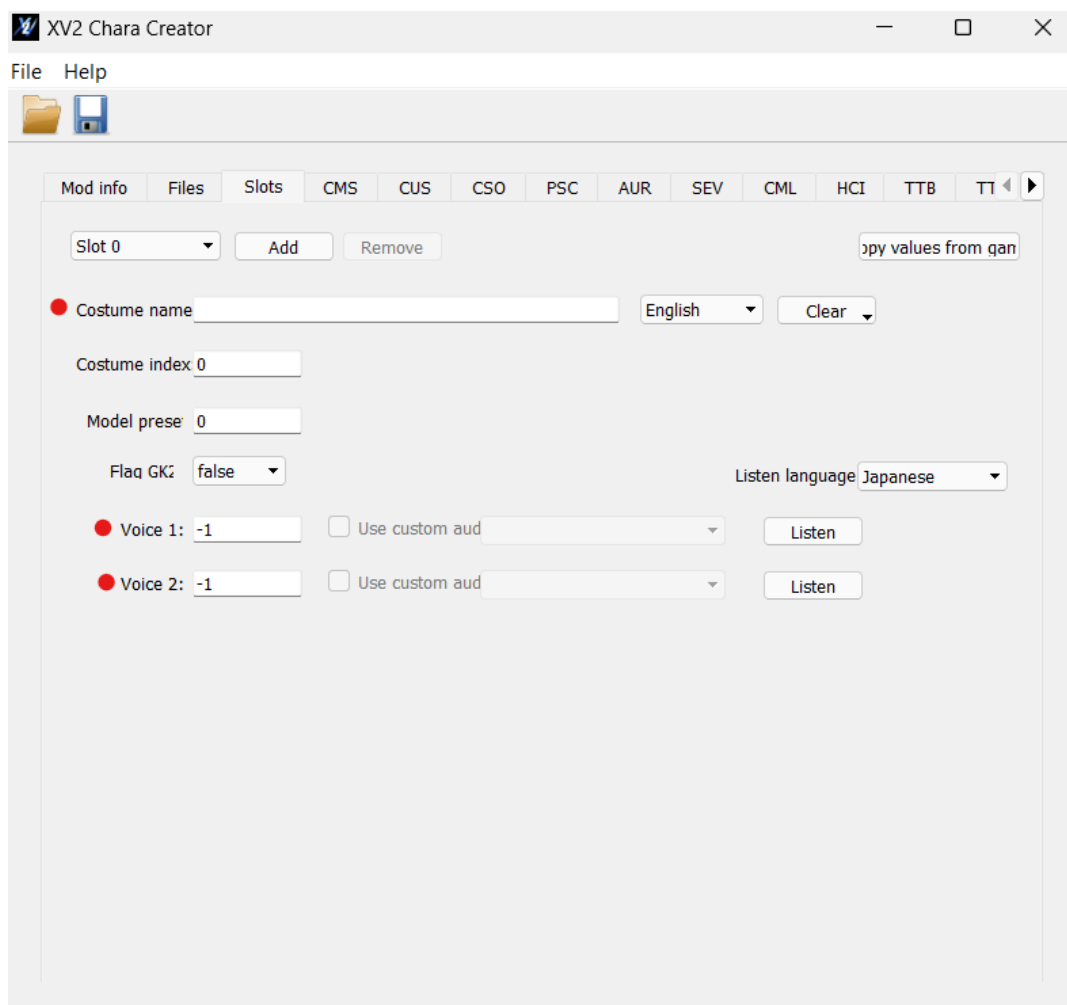
Costume Name: Here you can put the name of the modified character's outfit and it will appear in the character selection in the game.

Voice 1 / Voice 2: Here you can put the voices that will have the modified character.
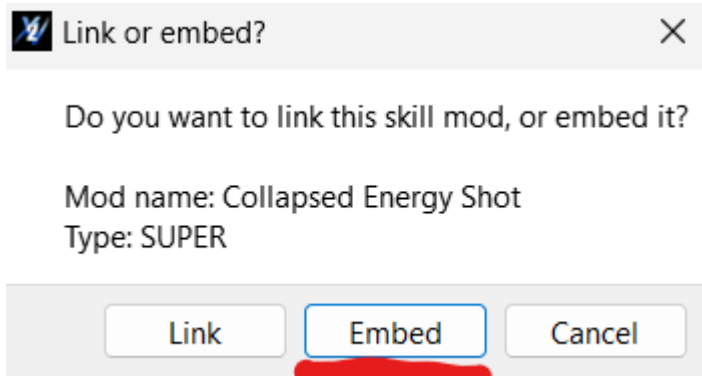
IMPORTANT! - If you click on "copy values from game" and select the character you want, the voices and outfit sections will automatically be completed.
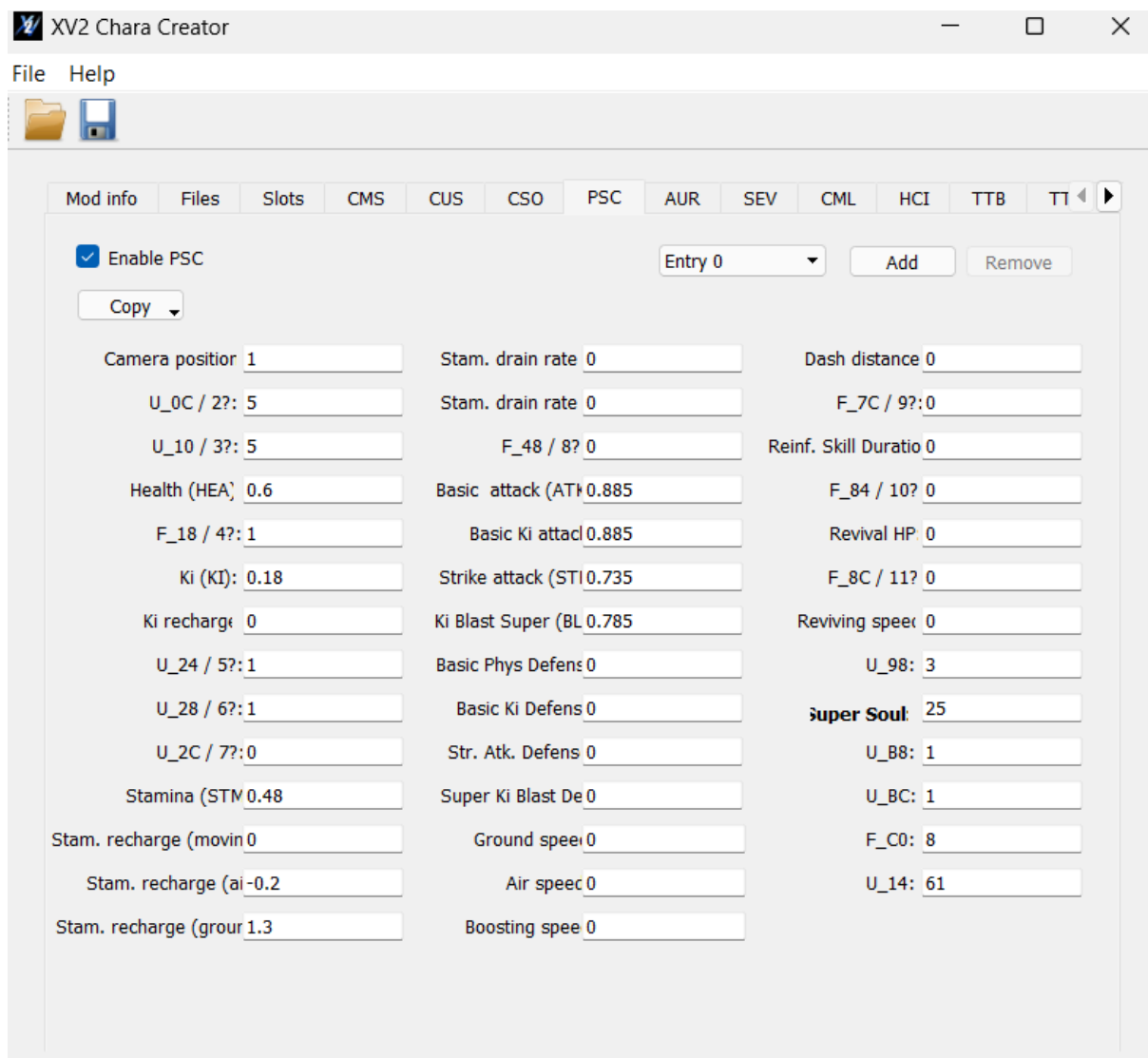
Section 4: CUS
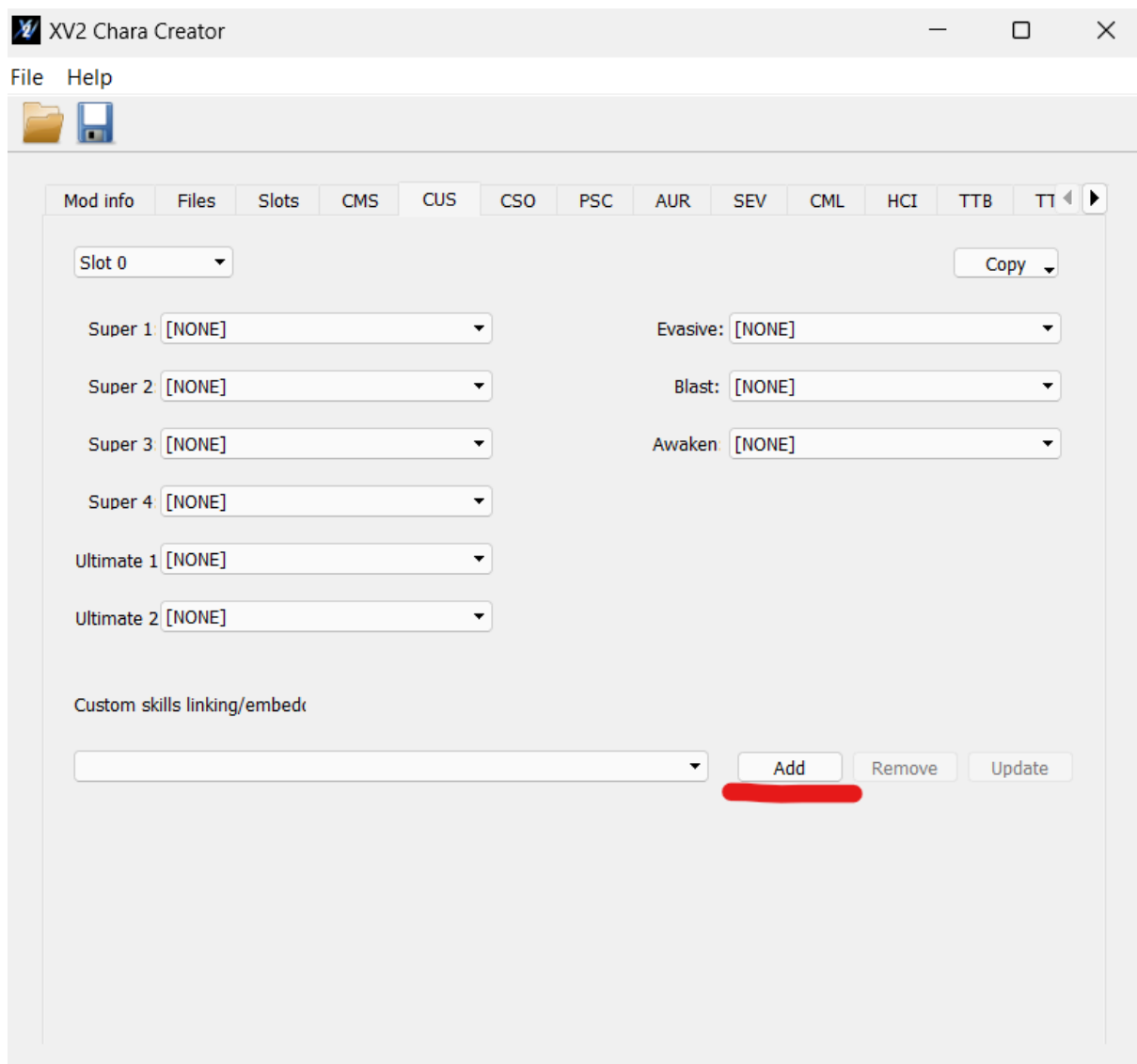
Here you can change and add mod skills to the modified characters (remember that they must always be in x2m format to use this tool).

Click on "Add" and then on "embed" to add the ability (in x2m format) and then you put it in its respective section, whether super, ultimate, evasive or transformation.

Link or embed?   ✕

Do you want to link this skill mod, or embed it?

Mod name: Collapsed Energy Shot
Type: SUPER

        Link   Embed   Cancel

Section 5: PSC

XV2 Chara Creator   —   ☐   ✕

File   Help

| Mod info | Files | Slots | CMS | CUS | CSO | PSC | AUR | SEV | CML | HCI | TTB | TT ◀ ▶ |

☑ Enable PSC   Entry 0   ▼   Add   Remove
Copy ▾

Camera positior	1	Stam. drain rate	0	Dash distance	0
U_0C / 2?:	5	Stam. drain rate	0	F_7C / 9?:	0
U_10 / 3?:	5	F_48 / 8?	0	Reinf. Skill Duratio	0
Health (HEA)	0.6	Basic attack (ATK	0.885	F_84 / 10?	0
F_18 / 4?:	1	Basic Ki attacl	0.885	Revival HP	0
Ki (KI):	0.18	Strike attack (STI	0.735	F_8C / 11?	0
Ki recharge	0	Ki Blast Super (BL	0.785	Reviving speec	0
U_24 / 5?:	1	Basic Phys Defens	0	U_98:	3
U_28 / 6?:	1	Basic Ki Defens	0	Super Soul	25
U_2C / 7?:	0	Str. Atk. Defens	0	U_B8:	1
Stamina (STM	0.48	Super Ki Blast De	0	U_BC:	1
Stam. recharge (movin	0	Ground speec	0	F_C0:	8
Stam. recharge (ai	-0.2	Air speec	0	U_14:	61
Stam. recharge (grour	1.3	Boosting spee	0		

This section is one of the most interesting when it comes to editing a modified character to your own liking.
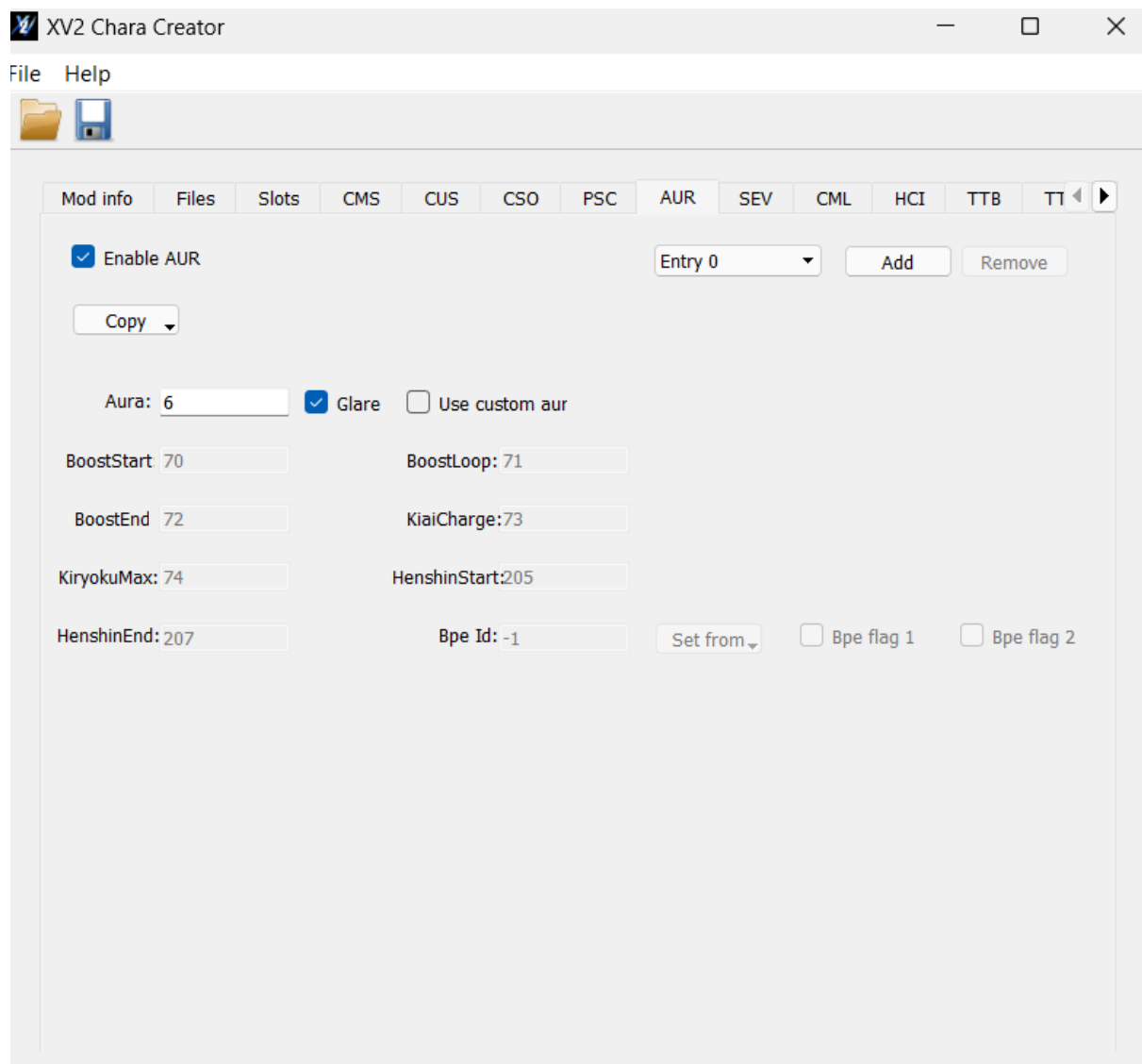Here you can edit a character's stats any way you like.

Click the "enable" button to start editing.

Many of the parameters can be guessed from the name and others I don't know what they do.

I recommend clicking the "copy" button and putting a vanilla character's stats into the mod you want to edit and then modifying them little by little to your liking.
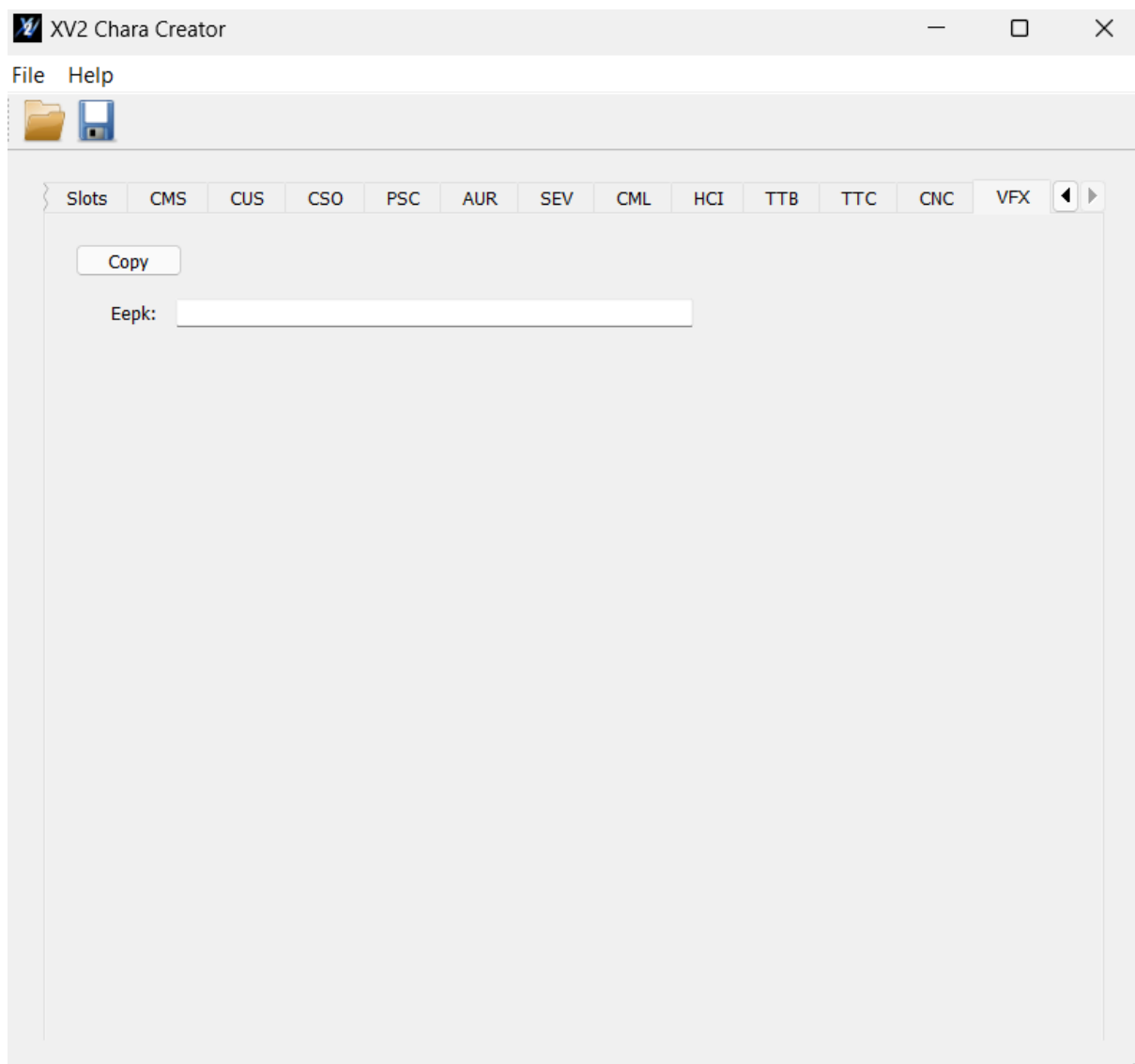
Section 6: AUR

Here you can edit the aura of the modified characters.

If you click the "copy" button and then click "From char usage" or "From skill usage" you can set a vanilla aura.

Section 7: VFX

This section will be used when you want to add certain additional things to the modified character such as effects to the moveset.