Backup DOOM Levels

> This technique also allows the player to modify their DOOM level freely, as it is stored client-side.

> Your **DOOM Level** and **Event XP** are not the same thing. A DOOM Level measures how much you have played the game and essentially serves no value other than prestige.

Finding Your DOOM Level File

> This step is not required, but it provides an alternative way to copy your save files and profile data.
>
> This is also relevant to **Backup Save Files**.

Find your remote folder for DOOM Eternal, ex: `C:\Program Files (x86)\Steam\userdata\#########\782330\remote`
The ######### will be your Steam ID.

You should now see all of your saves and profile data as folders. **PROFILE** is the only folder you should worry about. It contains **profile.bin** which stores your DOOM Level.

Profile Tools

idProfile by emoose - Download
De-serializes the profile.bin file into a readable JSON format.

DOOMSaveManager by GoobyCorp - Download
Makes exporting and importing saves easier.

Instructions

1. Unzip both files in the same folder
2. Launch **DOOM Save Manager.exe** -> Continue if prompted with a warning -> Action: **Export Backup** -> OK -> Save the **backup.zip** file somewhere safe

3. Extract **PROFILE\profile.bin** -> Drag & Drop it onto **idProfile.exe** -> **profile.bin.json** will now be created -> Open the file with a text editor
4. CTRL + F -> Type: **experienceGained** -> Find Next and look in the line directly below **experienceGained** -> If it is present, change: **"Int8"** to **"Int32"** -> Change the current value after **"Int32"** to whatever you want -> Save
5. Drag & Drop **profile.bin.json** into **idProfile.exe** -> **profile.bin.json.bin** will now be created -> Rename the file to **profile.bin** -> Delete the old file if need-be
6. Open: **backup.zip** -> Replace the old **profile.bin** with the new one
7. Launch **DOOM Save Manager.exe** -> Continue if prompted with a warning -> Action: **Import Backup** -> Select: **backup.zip** -> OK

DOOM Level Key - Reference Image

1 Level = 10,000 XP
250 Levels = 2,500,000 XP | 1 Echelon (Stone Star)
2250 Levels = 22,500,000 XP | 9 Echelon (Bronze Star)
4250 Levels = 42,500,000 XP | 17 Echelon (Silver Star)
6250 Levels = 62,500,000 XP | 25 Echelon (Gold Star)
8250 Levels = 82,500,000 XP | 33 Echelon (Platinum Star)
10250 Levels = 102,500,000 XP | 41 Echelon (Slayer Star)
12000 Levels = 122,500,000 XP | 48 Echelon (Max Level)

> Each star is **250 Levels**, with **8 stars** being **2000 Levels (20,000,000 XP)** for each **Echelon**. You can only have a **maximum** of **8 stars** before you unlock the next tier.

> You cannot level up past **48 Echelon**.

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