

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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