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About

Doom RPG is an RPG Modification for the GZDoom Source Port

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Activity

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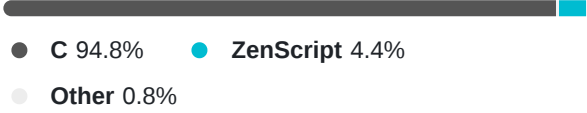
Releases

No releases published

Packages

No packages published

Languages



 **WNC12k** Merge pull request [#474](#) from WNC12k/develop 8d4cdb · 8 months ago 6,051 Commits

	DoomRPG-Brightmaps	Fix: Red/Green Crosses/Capsules #386	last year
	DoomRPG-Champions	Update 1.33	last year
	DoomRPG-ColourfulHell	Colourful Hell 99b compat	last year
	DoomRPG-Compendium	full compatibility for compendium	last year
	DoomRPG-CorruptionCards	Update 1.33	last year
	DoomRPG-DehackedAttack	Update 1.31	last year
	DoomRPG-Doom1	Update 1.31h	last year
	DoomRPG-Extras	Update Ammo.txt	2 years ago
	DoomRPG-JJIRandomizer	DRPGINFO.txt contains required mod ...	5 years ago
	DoomRPG-LegenDoom	Minor fixes	last year
	DoomRPG-LegenDoomLite	Update DECORATE.txt	last year
	DoomRPG-Lexicon	sprite fixes	last year
	DoomRPG-PandemoniaMonsters	Minor fix	2 years ago
	DoomRPG-RLArsenal-Extended	Update Bunker.zscript	last year
	DoomRPG-RLArsenal	Update 1.33 hotfix 5	last year
	DoomRPG-RLMonsters	Update 1.33 hotfix 5	last year
	DoomRPG-Rampancy	Rampancy 2.0 Support	last year
	DoomRPG-TUTNT	Now with 95% less puns	9 years ago
	DoomRPG-WadSmooosh	Update 1.31h	last year
	DoomRPG	compile	8 months ago
	IR	Fixed character save/load (for real this...	8 years ago
	Utilities	Allow Aug Defense's DamageFactor to...	5 years ago
	.gitattributes	gitignore and gitattributes	10 years ago
	.gitignore	Fixed KEY_REPEAT constantly returni...	6 years ago
	ArenaMapDoc.txt	First arena map ever!	6 years ago
	CHANGELOG.txt	Couple of changes.	6 years ago
	CREDITS.txt	Fixes & misc changes	5 years ago
	MiscDoc.txt	Update 1.14	4 years ago
	README.md	Update 1.33	last year
	TODO.md	Update TODO.md	last year
	compile.bat	Bits 'n bobs.	6 years ago
	compile.py	Fixed SharedPool Namegen overflow	5 years ago

README

Fork overview

DoomRPG and DoomRLA contain a lot of content which can be enough for the passage of several WADs in a row. However, the original versions of these modifications give players most of the content in a short period of time, which is why the player does not have time to feel the depth of the possibilities of DoomRPG and DoomRLA.

This fork intends to solve this problem. Now the content is served to the player as you progress through the levels (maps), increase the level of the character and the level of luck (a little hint: I recommend paying special attention to this parameter).

In addition, some of the content (RPG's Skills, Stims, AUG, Auras, etc.) are now the things that need to be applied to survive.

Among other things, the Adaptive difficulty mode (DoomRLA's stuff) was revised. Changed the intensity of the appearance of more difficulty monsters on the levels. In addition, you will be able to adjust it. Just go to DoomRPG Options -> Misc and see for yourself.

Enjoy!

Installing (build)

Below is the download link:

1. [DoomRPG SE Rebalance Last Build \(for GZDoom 4.10.0\)](#)

Installation Instructions:

1. The archive has a folder DoomRPG SE Rebalance. Unzip this folder to any location on the drive;
2. Put your doom2.wad in "..\DoomRPG SE Rebalance\DoomRPG-wads". doom2.wad is the main file of the original game. Can buy it in [Steam](#) market;
3. The archive has a folder Extras, it has screenshots of DoomRPG Launcher with the order of launching modifications (DoomRLA, Lexicon, etc.). Make sure your Load Order in the "Mods" tab of the Launcher matches the screenshots;
4. Run the DoomRPG.exe and click "Launch Doom RPG" to start playing.

Manual Installing

- [GZDoom v4.10.0](#) is required to play this mod.
- LZDoom v3.83a or higher.
- Delta Touch (Android) v4.6 or higher (includes the above versions or higher).

To run the mod I recommend using [Doom RPG SE Launcher 1.3.1](#).

After installation be sure to DoomRPG settings reset (Options -> DoomRPG Otions -> Reset to defaults).

Use the following load order:

1. [WadSmooosh](#) and/or [The Sentinel's Lexicon - PvE mapset Compilaition](#) or another mapset;
2. [DoomRL Arsenal 1.1.5](#) or [LegenDoom v2.8.3](#);
3. [DoomRL Monsters Beta 7.3](#) or [Colourful Hell v0.99b](#) or [Rampancy v2.0](#) or [Dehacked Attack v4.0](#) or [Pandemonia Monsters v2.2](#);
4. [DoomRL Arsenal Extended 1.1c](#);
5. [Corruption Cards 5.1c](#);
6. DoomRPG;
7. DoomRPG compatibility patches (as per modifications).

Compatible mods

- [DoomRL Arsenal - v1.1.5](#);
- [DoomRL Monsters Beta 7.3](#);
- [DoomRL Arsenal Extended - v1.1c](#);
- [Corruption Cards 5.1c](#);
- [Rampancy v2.0](#);
- [LegenDoom v2.8.3](#);
- [Colourful Hell v0.99b](#);
- [Dehacked Attack v4.0](#);
- [Pandemonia Monsters v2.2](#);
- Custom version of Jimmy's Jukebox Instant Randomizer has been included which allows DRPG's map events and Outpost music to play.

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If you want to help this project:

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- LTC: ltc1q0gj547xe9ltpd5dfxvdw8gvha85n2sqmrsv07h8
- DOGE: DJQMZYphTkUhtyJ4DDHjskaphCfDZusu5b