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About this document

This document is meant as a reference to the different structs in Conan Exiles. It will attempt to describe the function of a struct in general as well as present as much pertinent information about each struct in the game devkit as possible (while also trying to not bloat the document).

While this document is mostly touching on structs, it will (by default) touch on most of the tables in the game as well, so if you are wondering what a specific struct or table does in the game, odds are you can search for it in this document.

What are structs?

All Data-Tables have a basis in a struct(ure) - a struct is a way of telling Unreal how a data-table should be organized.

Structs can also be directly used in blueprints without the use of a data-table; however, most structs are used for data-tables in Conan Exiles.

Internal structs

Some structs are not available for edit in the dev-kit - such structs are internal structs, and core to the game and have been disabled from modding.

An example of this is the struct for the **Item-Table**. Below, where we list all the structs, we note it in the file-location if a struct is an internal struct.
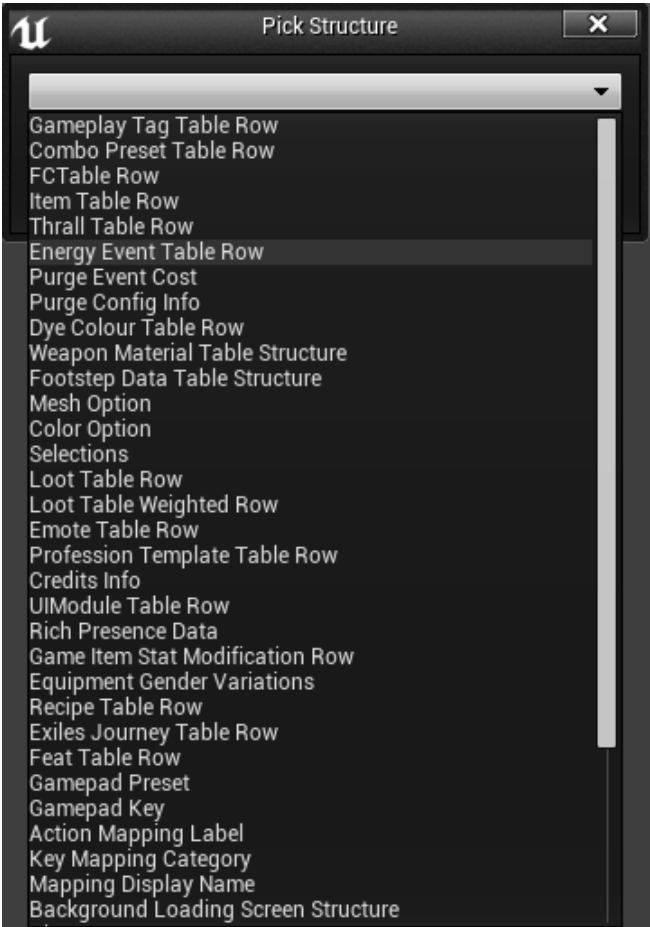
Data Table structs

As mentioned before, most structs are used for data-tables (**Recipe table, Feat Table, Monster XP table, Profession Table**, etc) and where such tables exist, in the list below, you can find information about where the original data-table for the game lives.

Indirect Structs

Some structs are referenced within other structs in order to create more complex tables or functions. These structs we will denote as "Indirect Structs" in the list below. These structs can have tables created from them, but such tables are rarely of any use unless the entire context of the master "meta-struct" is kept.

Blueprint structs

Some structs are directly used in blueprints and not data-tables. These structs will be pointed out in the document below as such.

All Structs Referenced

Below, all structs in Conan Exiles are referenced. The "Dropdown Structs" are structs that are valid selections when creating a new data-table and selecting from the structs-list. The Additional Structs are structs that exist, but not in the drop-down.

Dropdown structs

Gameplay Tag Table Row
File Location: Internal
Primary Table Location: No information - probably not used

Combo Preset Table Row
File Location: Indirect
Primary Table Location: /Game/Systems/SpawnTable/ComboPresetsTable.ComboPresetsTable
Explained in the "Creating NPCs" guide - this controls what combos humanoid NPCs perform while equipped with certain weapons.

FCTable Row
File Location: Internal
Primary Table Location: No information - probably not used

Item Table Row
File Location: Internal
Primary Table Location: /Game/Items/ItemTable.ItemTable
This table is the most modded table in all of Conan Exiles - it's the main item table. You should always create a mod-controller when dealing with tables and in no case is this more true than in the case of the ItemTable. There is a primer guide about items called "Primer - ItemTable" in this same .zip file that details this table.

Thrall Table Row
File Location: Indirect
Primary Table Location: /Game/Systems/Thrall/ThrallDataTable
This table is used for setting up the different thrall types with their default Behaviours and components.

Energy Event Table Row
File Location: Internal
Primary Table Location: /Game/Systems/EnergyEventTable
The player has a component called the EnergyReceiver. This component can host a number of different types of energy (currently, Temperature and Corruption are used). The Energy Event Table control what buffs run on the player when these energy levels go above/below certain levels.

Purge Event Cost
File Location: Internal
Primary Table Location: /Game/Systems/AI/NewAI/PurgeEventConfigTable
This table determines what types of game events causes players/clan to get points added to their purge pool.

Purge Config Info

File Location: Internal

Primary Table Location: /Game/Systems/AI/NewAI/PurgeConfigTable

The contents of this table is discussed more in detail in the "Primer -The Purge" file in this .zip-file. In essence, it determines what enemies spawn during different purge waves.

Dye Colour Table Row

File Location: Internal

Primary Table Location: /Game/Items/DyeColoursTable.DyeColoursTable

This table determines the colors of the different dye-values that is entered into the ItemTable.

Weapon Material Table Structure

File Location: Internal

Primary Table Location: /Game/Sound/Tables/WeaponMaterialTable

This table maps the source and target materials of any combat hit and plays the correct sound for it.

Footstep Data Table Structure

File Location: Internal

Primary Table Location: /Game/Sound/Tables/FootstepDataTable

Determines what aounds to play on what types of ground.

Mesh Option

File Location: Internal

Primary Table Location: No information - probably not used

Color Option

File Location: Internal

Primary Table Location: No information - probably not used

Selections

File Location: Internal

Primary Table Location: No information - probably not used

Loot Table Row

File Location: Internal

Primary Table Location: /Game/Systems/Loot/TableSetup/ (most files here)

All actual loot-tables (not harvest tables) use this. The Loot Table Weighted Row refers to this list as well, but this table can be used as a stand-alone table as well.

Loot Table Weighted Row

File Location: Internal

Primary Table Location: /Game/Systems/Loot/TableSetup/ (most files here)

All actual loot-tables (not harvest tables) use this. The Loot Table Weighted Row refers to this list as well, but this table can be used as a stand-alone table as well.

Emote Table Row

File Location: Internal

Primary Table Location: /Game/Characters/Emotes/EmotesDataTable

This table maps all the emotes in the game to skeletons and emote-ID's and icons.

Profession Template Table Row
File Location: Internal
Primary Table Location: /Game/Systems/SpawnTable/ProfessionTemplateDataTable

Credits Info
File Location: Internal
Primary Table Location: The credits of the game. Ignore this one.

UIModule Table Row
File Location: Internal
Primary Table Location: /Game/UI/UIModuleTable
Determines what UI modules are open under what conditions, links sounds to them and so forth.

Rich Presence Data
File Location: Internal
Primary Table Location: No information - probably not used

Game Item Stat Modification Row
File Location: Internal
Primary Table Location: /Game/Items/ItemStatModificationTable
This table hosts the bonuses given to players from equipped/wielded weapons and armors, such as temperature bonuses, attribute bonuses, etc.

Equipment Gender Variations
File Location: Internal
Primary Table Location: /Game/Items/EquipmentVariationTable
This table controls what armor pieces are shown when equipped - it also determines what other pieces of the armor/skin are hidden away when equipped.

Recipe Table Row
File Location: Internal
Primary Table Location: /Game/Items/Recipes/RecipesTable
One of the three primary data-tables, this table hosts all the recipes for crafting in the game. A more comprehensive guide to this table can be found in the "Primer - Recipes Table" file in this zip-file.

Exiles Journey Table Row
File Location: Internal
Primary Table Location: /Game/Systems/Progression/DT_ExilesJourney
This table holds all the text displayed to the player in the Journey GUI.

Feat Table Row
File Location: Internal
Primary Table Location: /Game/Items/Feats/FeatTable
The third of the primary data-tables - this one contains all the Feats that players can buy. A more comprehensive guide to this table can be found in the "Primer - Feat Table" file in this zip-file.

Gamepad Preset
File Location: Internal
Primary Table Location: /Game/UI/MainMenu/Settings/GamepadPresets
Determines the basic functions for the Gamepad Presets, as the name suggests.

Gamepad Key
File Location: Internal
Primary Table Location: none
These are the actual keybindings and is not stored as an internal table, but rather, when the keybindings change, this is saved out as part of the configuration files.

Action Mapping Label
File Location: Internal
Primary Table Location: /Game/UI/MainMenu/Settings/ActionMappingLabels
This table shows the on-screen key button helpers (for example: "Press C to swim").

Key Mapping Category
File Location: Internal
Primary Table Location: None
No information on this at this time

Mapping Display Name
File Location: Internal
Primary Table Location: None
No information on this at this time

Background Loading Screen Structure
File Location: Internal
Primary Table Location: /Game/UI/HUD/LoadingScreen/LoadingScreenBackgroundDataTable
This table links to all the loading screen images the game cycles through while loading.

Hints Structure
File Location: Internal
Primary Table Location: /Game/UI/HUD/Hints/HintsDataTable
Contains all the loading tips at the bottom of the loading screen.

Thrall Tier Entry
File Location: Internal
Primary Table Location: /Game/Systems/Thrall/ThrallTierDataTable
This is not used at the moment but may be in the future. It contains a mapping of what professions should have what titles.

Map Marker Table Row
File Location: Internal
Primary Table Location: /Game/Systems/Map/MapMarkers
All the map marker locations of the game is stored in this table.

Energy Data Table Row
File Location: Internal
Primary Table Location: /Game/Systems/EnergyDataTable
This table contains information about what Energy-types are available in the game.

Crafting Station Name Table Row
File Location: Internal
Primary Table Location: /Game/Items/Crafting/CraftingStationNameTable
This table maps the ID of a station to what name should be displayed at the top of the station while it is opened by a player.

Race Template Table Row
File Location: Internal
Primary Table Location: /Game/Systems/SpawnTable/RaceTemplateDataTable
This table determines the visual looks of humanoid NPC's. A more comprehensive guide to this table can be found in the "Creating NPCs" file in this zip-file.

Equipment Template Table Row
File Location: Internal
Primary Table Location: /Game/Systems/SpawnTable/EquipmentTemplateDataTable
This table determines what equipment humanoid NPC's should have. A more comprehensive guide to this table can be found in the "Creating NPCs" file in this zip-file.

Spawn Table Row
File Location: Internal
Primary Table Location: /Game/Systems/SpawnTable/SpawnDataTable
This table is the primary for creating NPC's. A more comprehensive guide to this table can be found in the "Creating NPCs" file in this zip-file.

Stat Template Table Row
File Location: Internal
Primary Table Location: /Game/Systems/SpawnTable/StatTemplateDataTable
Secondary Table Location: /Game/Systems/SpawnTable/StatModifierTemplateDataTable
These tables affect the stats of NPCs when spawned, such as maximum hitpoints, consciousness and damage multipliers. A more comprehensive guide to this table can be found in the "Creating NPCs" file in this zip-file.

Weighted Spawn Table Row
File Location: Internal
Primary Table Location: /Game/Systems/SpawnTable/WeightedSpawnTableRow
This table allows randomization of spawned NPC's when used. A more comprehensive guide to this table can be found in the "Creating NPCs" file in this zip-file.

Resource Loot
File Location: Internal
Primary Table Location: none
Not used anymore

Item Name to Template IDStruct
File Location: Internal
Primary Table Location: /Game/Systems/Survival/Gathering/Gathering_v2/ItemNameToTemplateID
Some functions and references in the Devkit are made much more easy when referencing a human-readable for of items as opposed to the Template ID ("10001, 12404, 14500", etc) - This table contains a mapping of the more readable form and the template ID. When you create a new item, you will need to put it into this table as well.

Resource Loot Structure
File Location: Internal
Primary Table Location: none
Not used anymore

Resource Stat Structure
File Location: Internal
Primary Table Location: /Game/Systems/Survival/Gathering/Gathering_v2/ResourceStatTable
This table maps certain resources to tools. This is the primary table to use when you have a new resource and want it to be available to certain, but not all, harvesting tools.

Resource Struct
File Location: Internal
Primary Table Location: none
Not used anymore

Resource Template
File Location: Internal
Primary Table Location: Indirect
There's no need to talk about this table specifically, since it is always part of resource-distribution/loot.

Resource Limited Loot
File Location: Internal
Primary Table Location: Indirect
There's no need to talk about this table specifically, since it is always part of resource-distribution/loot.

Resource Struct Holder
File Location: Internal
Primary Table Location: /Game/Systems/Survival/Gathering/Gathering_v2/ResourceLootTemplates
This table is a meta-table that hosts other structs for the purposes of loot-distribution.

Riddle of Steel Struct
File Location: /Game/Systems/RiddleOfSteel/RiddleofSteelStruct
Primary Table Location: Blueprint Struct
Used by the BPGameItemArmor and BPGameItemWeapon in the OnItemDropped event. References the BPGameItem_RiddleOfSteel_Master, in which the struct works to grant different stat bonuses to weapons and armor depending on item flags when an armor/weapon mod is dropped onto the item.

STR Anim Package
File Location: /Game/Items/Weapons/STR_AnimPackage
Primary Table Location: Blueprint Struct
Used by the AB_Human_Male, BaseWeaponInterface, BaseWeapon and BaseBPCombat as a reference to animation sets, etc

STR Combo Step Damage Mod
File Location: /Game/Systems/Combat/ComboSystem/STR_ComboStepDamageMod
Primary Table Location: Blueprint Struct
Used by the AB_Human_Male, BaseWeaponInterface, BaseWeapon and BaseBPCombat as a reference to animation sets, etc

STR Attack Data
File Location: /Game/Systems/Combat/STR_AttackData
Primary Table Location: Blueprint Struct
Used by the AB_Human_Male, BaseWeaponInterface, BaseWeapon and BaseBPCombat as a reference to animation sets, etc

ST Substate Rule
File Location: /Game/Systems/ST_SubstateRule
Primary Table Location: Indirect
There's no need to talk about this table specifically, since it is always part of the ST Substate Rule Master (see below)

STR Combo Step
File Location: /Game/Systems/Combat/ComboSystem/STR_ComboStep
Primary Table Location: /Game/Systems/Combat/ComboSystem/DT_ComboRules
This table maps different weapon-types to different attacks and animation montages and could be considered the heart of the combat-system.

STR Knockback Execution Data
File Location: /Game/Systems/Combat/STR_KnockbackExecutionData
Primary Table Location: Blueprint Struct
This table is used to map knockback directions and velocities for combat.

STR Combo Step Effect
File Location: /Game/Systems/Combat/ComboSystem/STR_ComboStepEffect
Primary Table Location: /Game/Systems/Combat/ComboSystem/DT_ComboRules
Together with the STR Combo Step table, this table determines the singular effects of a single attack anywhere in a combo-chain.

ST Perk Entry
File Location: /Game/Systems/Perks/ST_PerkEntry
Primary Table Location: /Game/Systems/Perks/PerkDataTable
This table contains information about all the perks in the game. Note that implementation for perks are not done in this table, since they are so varied. Rather, this table is a sort of look-up table for perks used in blueprints.

Conan Levelup Sound Struct
File Location:
/Game/Sound/Voiceover/VO_Dialogue/En/Conan_the_Cimmerian/Conan_Levelup_Sound_Struct
Primary Table Location:
/Game/Sound/Voiceover/VO_Dialogue/En/Conan_the_Cimmerian/Conan_Levelup_SoundTable
Not used. Was supposed to play sounds based on what level you level up to

Story Mission Struct
File Location: /Game/Systems/Storymission/StoryMission_Struct
Primary Table Location: /Game/Systems/Storymission/StoryMission_Datatable
This table is specific to the "*Staff of the Triumvirate*" and is used to determine what sounds to play.

STR Feats Per Level
File Location: /Game/Systems/Progression/STR_FeatsPerLevel
Primary Table Location: /Game/Systems/Progression/DT_FeatsPerLevel
This table determines how many feats are given to the player at which level.

STR Attribute System
File Location: /Game/Systems/Progression/STR_AttributeSystem
Primary Table Location: /Game/Systems/Progression/DT_AttributeSystem
This table determines the cost of buying attributes at different levels of attributes, making it so that the cost of buying a single attribute point goes up as the attribute increases.

STR Experience System Level
File Location: /Game/Systems/Progression/STR_ExperienceSystemLevel
Primary Table Location: /Game/Systems/Progression/DT_ExperienceSystemLevel
This table holds information about how much XP the game requires from players to level up.

Map Discovery XPStructure
File Location: /Game/Systems/Progression/MapDiscoveryXPStructure
Primary Table Location: /Game/Systems/Progression/MapDiscoveryXPTable
This table grants XP to the player based on how many exploration points have been discovered so far.

STR Combat Action
File Location: /Game/Systems/Combat/ComboSystem/STR_CombatAction
Primary Table Location: Blueprint Struct
This is used for all combat entities to determine and use Combat Actions

Exiles Journey XPStruc
File Location: /Game/Systems/Progression/ExilesJourneyXPStruc
Primary Table Location: /Game/Systems/Progression/DT_ExilesJourneyXPTable
Determines the amount of XP you get from journey event IDs

Journey Lookup Armor
File Location: /Game/Systems/Progression/JourneyLookups/JourneyLookup_Armor
Primary Table Location: Blueprint Struct
Used in the BP_AC_ExilesJourney blueprint together with the JourneyLookups_EpicArmor, JourneyLookups_NorthernArmor and JourneyLookups_RaiderArmor to grant specific journeysteps.

STR Monster XP
File Location: /Game/Systems/Progression/STR_MonsterXP
Primary Table Location: /Game/Systems/Progression/DT_MonsterXP
Maps XP given to players to monster killed.

Facial Hair Table Entry
File Location: /Game/UI/CharacterCreation/DataTables/FacialHairTableEntry
Primary Table Location: /Game/UI/CharacterCreation/DataTables/FacialHairStyleTable
Used in Character creation – determines what heads are used with which facial hairlines.

Hair Table Entry
File Location: /Game/UI/CharacterCreation/DataTables/HairTableEntry
Primary Table Location: /Game/UI/CharacterCreation/DataTables/Male_HairStyleSelections
Used in Character creation – determines hairlines for heads.

STR Attack Trail Socket
File Location: /Game/Systems/Combat/AttackTrails/STR_AttackTrailSocket
Primary Table Location: /Game/Systems/Combat/AttackTrails/DT_AttackTrailSocket
Sets up sockets based on handedness of weapons.

STR Attack Trail Particle
File Location: /Game/Systems/Combat/AttackTrails/STR_AttackTrailParticle
Primary Table Location: /Game/Systems/Combat/AttackTrails/DT_AttackTrailParticle
This table determines what particles/weapontrails are shown on special attacks like cripple, etc.

STR Combo Rules Key Map
File Location: /Game/Systems/Combat/ComboSystem/STR_ComboRulesKeyMap
Primary Table Location: Indirect
Uses the ComboInput Enum and maps it to ComboSteps based on weapon combo types

STR Knockback Threshold
File Location: /Game/Systems/Combat/STR_KnockbackThreshold
Primary Table Location: none
Not used anymore

Loot Table Structure
File Location: /Game/Systems/Survival/Gathering/Gathering_v2/LootTable_Resource
Primary Table Location: /Game/Systems/Survival/Gathering/Gathering_v2/LootTable_Resource
This table is used when setting up loot-tables based on something called a "Physical Material". Physical Materials are set up for each monster and humans as well as plants, and resource objects.

STR Weapon Collision
File Location: /Game/Systems/Combat/STR_WeaponCollision
Primary Table Location: Blueprint struct
Used by the BaseWeapon blueprint to determine weaponcollision

Warpaint Set
File Location: /Game/UI/CharacterCreation/DataTables/WarpaintSet
Primary Table Location: /Game/UI/CharacterCreation/DataTables/Female_WarPaintSelections
Primary Table Location: /Game/UI/CharacterCreation/DataTables/Male_WarPaintSelections
Sets up what textures to be used for specific warpaints for male and female meshes.

Texture Set
File Location: /Game/UI/CharacterCreation/DataTables/TextureSet
Primary Table Location: See below
This is used repeatedly in the CharacterAssemblyLibrary and references many tables, amongst others
"Female_EyeBrowSelections" and so forth.

ST Attack Hitbox Data
File Location: /Game/Systems/Combat/ST_AttackHitboxData
Primary Table Location: Blueprint Struct
No information at this time

Siege Projectiles
File Location: /Game/Systems/Building/Placeables/Trebuchet/Trebuchet_V2/SiegeProjectiles
Primary Table Location:
/Game/Systems/Building/Placeables/Trebuchet/Trebuchet_V2/SiegeProjectilesTable
Used to set up trebuchet projectiles.

Feat Tree Structure
File Location: /Game/Systems/Progression/FeatTreeStructure.FeatTreeStructure
Primary Table Location: none
This is not used anymore and has been replaced by the "*Feat Table Row*" struct.

ST Substate Rule Master
File Location: /Game/Systems/ST_SubstateRuleMaster
Primary Table Location: Blueprint Struct
Used by ST_SubstateRule in BaseBPChar to determine what movement-state/substates overrule others.

ST Weather Type
File Location: /Game/Systems/Weather/ST_WeatherType
Primary Table Location: None
This appears to not be used and may be something to implement later or has been left behind as a
legacy-struct.

STR Movement Speed
File Location: /Game/Systems/Combat/DirectionalMovement/STR_MovementSpeed
Primary Table Location:
/Game/Systems/Combat/DirectionalMovement/DT_CharacterMovementSpeed
Determines basic movement speeds

Surface to Resource Structure
File Location: /Game/Systems/Survival/Gathering/SurfaceToResourceStructure
Primary Table Location: /Game/Systems/Survival/Gathering/SurfaceToResourceTable
Not used anymore

Voice Option
File Location: /Game/UI/CharacterCreation/DataTables/VoiceOption
Primary Table Location: /Game/UI/CharacterCreation/DataTables/Female_VoiceSelections
Primary Table Location: /Game/UI/CharacterCreation/DataTables/Male_VoiceSelections
Used in character creation to determine the voice preset for the player.

Resource Bonus Struct
File Location: /Game/Systems/Survival/Gathering/Gathering_v2/ResourceBonusStruct
Primary Table Location:

Weapon Type Resource Stat Struct
File Location: /Game/Systems/Survival/Gathering/Gathering_v2/WeaponTypeResourceStatStruct
Primary Table Location:
/Game/Systems/Survival/Gathering/Gathering_v2/WeaponTypeResourceStatTable
This table uses the ItemNametoTemplateID mapping-struct to map specific tools to specific resources, allowing tools to 'whitelist' certain resources.

Debug Item Struct
File Location: /Game/Systems/Debug/DebugItem_Struct.DebugItem_Struct
Primary Table Location: none
Not used anymore

Additional Structs

AttributeInfo
File Location: /Game/UI/Inventory/Attributes/AttributeInfo
Primary Table Location: /Game/UI/Inventory/Attributes/AttributeDisplayData
Stores information for the player about the attributes, names, icons, etc

CamSwitchModes_Struct
File Location: /Game/Systems/ModeSwitcher/CamSwitchModes_Struct
Primary Table Location: /Game/Systems/ModeSwitcher/CamSwitchModes_Table
Stores information for the camera modes for different movement-types and for weapon handling such as targetlock and bow camera.

CauldronAmmoTypes
File Location: /Game/Systems/Building/Placeables/SiegeDefense/CauldronAmmoTypes
Primary Table Location: /Game/Systems/Building/Placeables/SiegeDefense/CauldronAmmoTable
Used for siege cauldron. Contains references to item templates and other information about the ammo stored in the cauldron.

CharacterData
File Location: /Game/UI/CharacterCreation/CharacterData
Primary Table Location: Blueprint Struct
This struct contains all of the character visual data for character creation

CombatMusicIntensityStruct
File Location: /Game/Sound/Tables/CombatMusicIntensityStruct
Primary Table Location: /Game/Sound/Tables/CombatMusicTable
May not be in use. Determines what type of music is played when players fight certain difficulties of monsters.

DodgeAnims
File Location: /Game/Systems/Combat/Dodge/DodgeAnims
Primary Table Location: Blueprint Struct
Uses the E_DodgeType enum table entries, and is directly used in the AB_Human_Male BP

FadeParams
File Location: /Game/Environment/Sandstorm/FadeParams
Primary Table Location: Blueprint Struct
Used to fade in the sandstorm ("BP_Sandstorm_Sky_Fade")

GodDescription
File Location: /Game/UI/CharacterCreation/DataTables/GodDescription
Primary Table Location: /Game/UI/CharacterCreation/DataTables/ReligionSelections
Contains descriptions and icons for gods.

HungerSystemNotificationWarningStruct
File Location: /Game/Systems/Hunger/HungerSystemNotificationWarningStruct
Primary Table Location: Blueprint Struct
Used in the BP_HungerSystem blueprint

LoreInfo
File Location: /Game/Items/LoreObjects/LoreInfo
Primary Table Location: /Game/Items/LoreObjects/LoreObjectsTable
Contains all the text for all the lore actors

MonsterStatTableStruct
File Location: /Game/Characters/NPCs/MonsterStatTableStruct
Primary Table Location: /Game/Characters/NPCs/MonsterStatTable
This table contains the core stats for monsters, such as turning radius, AI Lods and base hitpoints that are not loaded through the individual monster wildlife blueprints.

NpcDialogue_PurchasePaymentStructure
File Location: /Game/Systems/Dialogue/NpcDialogue_PurchasePaymentStructure
Primary Table Location: /Game/Systems/Dialogue/NpcDialogues
Used in the Dialogue Component and the end-result is used in the /Game/Systems/Dialogue/NpcDialogues

NpcDialogue_PurchaseStructure
File Location: /Game/Systems/Dialogue/NpcDialogue_PurchaseStructure
Primary Table Location: /Game/Systems/Dialogue/NpcDialogues
Used in the Dialogue Component and the end-result is used in the /Game/Systems/Dialogue/NpcDialogues

NPCDialogue_TableStructure
File Location: /Game/Systems/Dialogue/NPCDialogue_TableStructure
Primary Table Location: /Game/Systems/Dialogue/NpcDialogues
Used in the Dialogue Component and the end-result is used in the /Game/Systems/Dialogue/NpcDialogues

NpcDialogue_ThrallPurchase
File Location: /Game/Systems/Dialogue/NpcDialogue_ThrallPurchase
Primary Table Location: /Game/Systems/Dialogue/NpcDialogues
Used in the Dialogue Component and the end-result is used in the /Game/Systems/Dialogue/NpcDialogues

OrbEffectStruc
File Location: /Game/Items/Weapons/Orbs/OrbEffectStruc
Primary Table Location: /Game/Items/Weapons/Orbs/OrbEffectsTable
The table this links to determines the different effects of what happens when you combine orb effects.

PlanterStruct
File Location: /Game/Systems/Farming/PlanterStruct
Primary Table Location: /Game/Systems/Farming/PlanterTable.PlanterTable
This table contains all the information required to grow plants in the planters.

RaceDescription
File Location: /Game/UI/CharacterCreation/DataTables/RaceDescription
Primary Table Location: none
Not used. Was supposed to show information about race-choices in character creation.

ResourceActorSoundDataStruc
File Location: /Game/Sound/Tables/ResourceActorSoundDataStruc
Primary Table Location: /Game/Sound/Tables/ResourceActorSoundDataTable
Determines what sound is played when harvesting resources based on the physical material set up on the resource/monster.

I'm missing a struct!

If you are missing a struct and believe it's important, please tell Robtheswede on the Conan Exiles modding Discord.