IPrototypable	
	Currency
	— DeveloperConsole.Core.InvokeCommand
	Furniture
	— GameEvent
	Headline
	Inventory
	Job
	- OverlayDescriptor
	PerformanceGroup
	ProjectPorcupine.Entities.Need
	ProjectPorcupine.Entities.Stat
	ProjectPorcupine.Rooms.RoomBehavior
	Quest
	Scheduler.ScheduledEvent
	SettingsCategory
	Ship
	TileType
	- TraderPrototype
	Utility