

Blueprint System Overview

Blueprints are metadata-rich inventory items used to unlock or authorize recipes.

A blueprint definition is stored in:

```
nord_crafting_blueprints
```

Each definition can include:

- Stable blueprint ID.
- Label.
- Item/material requirements for drafting.
- Maximum uses.
- Image or image URL.

The physical inventory item is named:

```
blueprint
```

Each crafted blueprint instance receives its own metadata, allowing different quality and remaining-use values.

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