Level & XP Progression

```
Config.LevelSystem = {
    Enabled = true,
    DefaultCraftXp = 25,
    DefaultLevels = {
        { level = 1, xp_required = 0,    label = 'Iniciante' },
        { level = 2, xp_required = 150,  label = 'Aprendiz' },
        { level = 3, xp_required = 450,  label = 'Experiente' },
        { level = 4, xp_required = 900,  label = 'Especialista' },
        { level = 5, xp_required = 1600, label = 'Mestre' }
    }
}
```

Persistence

Player progression is stored in:

```
nord_crafting_player_levels
```

The identifier uses the framework citizen/identifier when available, with license fallback where the Crafting logic requires it.

Per-recipe gates

A recipe can require a minimum level. If the player's current level is lower than `min_level`, the server rejects the craft before removing ingredients.

Runtime management

Admin Studio can create, update and remove level tiers. Level 1 is protected as the base level.

Runtime options can also enable/disable the level system and change default XP per craft.

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