Equipment Slots 2.0

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Applies to: `Nord Inventory v2.0.0`

Special/equipment slots remain real player inventory slots and are validated server-side. Existing category matching still works, and v2.0.0 adds explicit item allowlists.

```
{
    key = 'phone',
    slot = 8,
    items = { 'phone', 'nord_phone' },
    label = 'Phone',
    icon = 'fa-mobile-screen'
}
```

A slot may use `category = 'technology'` or `items = { ... }` depending on how strict the equipment rule should be. Additional equipment slots are intentionally opt-in: v2.0.0 does not reserve more slots automatically on an upgraded server.

If you add slots 8+ to `Config.UI.specialSlots.slots`, account for them when choosing total player slot count and when migrating old inventories. Incompatible legacy items are relocated to a normal free slot when possible and are never intentionally deleted simply because a special-slot rule changed.

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