Carjacking

Carjacking can start automatically when a player holds aim on an NPC driver with an allowed firearm.

```
Config.Carjacking = {
    Enabled = true,
    AimHoldMs = 850,
    DurationMs = 3200,
    CooldownMs = 10000,
    GiveKeysOnSuccess = true,
    SuccessChance = 100,
    AlarmChance = 35,
    RequireWeapon = true,
}
```

The NPC/vehicle action is reserved and validated server-side. The finish step validates the reserved vehicle, plate, action token, timing and distance without depending on volatile NPC network ownership.

Blocked melee, utility and throwable weapons can be configured through `Config.Carjacking.BlockedWeapons`.

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