Custom Ownership Bridge

Ownership is isolated in:

```
server/bridge/ownership.lua
```

For custom ownership logic:

```
Config.Ownership.Custom = true
```

Implement:

```
function NVKOwnership.CustomGetOwnerIdentifier(plate)
    -- Return the framework identifier that owns this plate.
end
```

For the recovery UI, you can also implement:

```
function NVKOwnership.CustomGetOwnedVehicles(source, identifier)
    return {
        { plate = 'ABC123', model = 'sultan' },
        { plate = 'XYZ987', model = 'adder' },
    }
end
```

Trusted standalone/garage resources can set a runtime owner through the `SetVehicleOwner` server export.

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