Stolen Key Lifecycle

Keys obtained through NPC theft, lockpick-found-keys or hotwire are temporary stolen/session keys.

```
Config.StolenKeys = {
    RemoveOnVehicleExit = true,
    MaxDurationSeconds = 900,
    ExitGraceMs = 1200,
    ServerCheckMs = 750,
}
```

Default behaviour:

1. The stolen key is issued for the specific vehicle.
2. The player can use the vehicle normally while the stolen key is valid.
3. After the player enters the vehicle and later exits it, the stolen key is revoked.
4. The physical `vehicle_key` item for that stolen access is removed.
5. A safety timeout removes abandoned session keys even if the player never enters the vehicle.

Permanent owner/shared/admin keys are not removed by the stolen-key cleanup flow.

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