XPAdditions

Functions:

* XP Conversion (Items – Liquids – Player XP)
* XP Storage
* Different Per-Player Careers
  + Only one Career at a time
    - Career can eventually be changed
    - Experts in one career can start a second career
    - Career specific tasks need to be fulfilled regularly to keep your XP and rank
  + Ranks in each career
    - Novice, Advanced Beginner, Amateur, Competent, Proficient, Master, Expert
  + Each rank gives effects
  + Higher Ranks = better Effects
  + Effect can be permanent or short-time only
    - This depends on rank and effect
      * Eg.: Mining Speed may start with a few seconds and go up to permanent
      * Eg.: Regeneration may never get permanent – would be to OP
  + Effects may get bound to an item
    - Eg an Item that grows plants faster or auto harvests them
    - Eg an Item that breeds Animals or kills them
    - Eg custom fuel that speeds up furnaces and makes them more efficient
  + Losing your XP will reduce your rank
    - For once players want to keep as much XP on them as possible
    - You need to loose a lot of xp to fall down in rank, eg just enchanting your armor does not cost you a rank. (maybe loosing 30 levels causes downrank)
    - Loosing all of your XP reduces you to novice
* Custom Villager
* Customizable Sound muffler
  + Scan for all registered Sound during init/postinit?
  + Choose what sounds to be muffled
  + Choose Area of Effect