Item Modification

`item.modification` event is a startup script event that allows you to change properties of existing items

```
onEvent('item.modification', event => {
  event.modify('minecraft:ender_pearl', item => {
    item.maxStackSize = 64
    item.fireResistant = true
  })
})
```

All available properties:

- int maxStackSize
- int maxDamage
- int burnTime
- String craftingReminder
- boolean fireResistant
- Rarity rarity
- tier = tierOptions => {
  - int uses
  - float speed
  - float attackDamageBonus
  - int level
  - int enchantmentValue
  - Ingredient repairIngredient
- }
- foodProperties = food => { // note: uses functions instead of a = b
  - hunger(int)
  - saturation(float)
  - meat(boolean)
  - alwaysEdible(boolean)
  - fastToEat(boolean)
  - effect(String effectId, int duration, int amplifier, float probability)
  - removeEffect(String effectId)
- }

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