

Bug ID	Title	System	Build	Platform	Session ID	Charter ID	Steps to Repro	Expected	Actual	Severity	Repro Rate	Evidence Link	Status	Notes	Charter	Created
C01-01	ESC / Exit functionality unavailable during gameplay and certain UI states	Run State / UI / Session Control	v0.1.41-rc.13	PC (Windows 11)	S01	C01	<ol style="list-style-type: none"> 1. Start a run 2. Enter combat OR open relic / recruitment / post-combat screens 3. Attempt to press ESC or access menu 4. Observe no exit or abandon option 5. Player must close the game externally 	Player can exit or abandon run via menu or ESC from any non-critical state	ESC functions correctly in the main menu and settings menu (e.g. opens exit prompt), but does not respond during gameplay/ combat or in several active UI states (relic, recruitment, post-combat screens). No alternative exit or abandon option is available in these states, forcing the player to close the application externally.	Medium	100%	N/A – Reproducible via steps	New	ESC functions in main menu/settings but not during gameplay or several UI states. Forces external application closure.	Run State Integrity & Transition Stability	04/05/2026
C02-01	Relic feedback is limited and inconsistent across relics	Combat Systems / Relics / Feedback	v0.1.41-rc.13	PC (Windows 11)	S02	C02	<ol style="list-style-type: none"> 1. Start a run 2. Acquire one or more relics with conditional effects 3. Enter combat 3. Observe combat resolution 	Relic effects provide visible or otherwise traceable feedback so the player can understand when, how, and whether they trigger at all	<p>Most relics provide no visible or audible feedback during combat.</p> <p>Some relics (e.g. Oversized Pauldrons, Tower Shield) show a yellow glow effect on affected units, but this feedback is not clearly differentiated or consistently applied across all relics.</p> <p>This makes it difficult to confirm whether many relic effects are triggering or understand their impact.</p>	Medium	100%	N/A – No visual indicators present	New	Only a small subset of relics provide visible feedback (yellow glow effect), and this effect is reused across different relics, limiting clarity. Majority of relics remain non-observable during combat.	Synergy Interaction Consistency & System Breakage	04/05/2026
C04-01	Unit upgrades and relic effects lack visible differentiation during combat	Combat / Units / Feedback	v0.1.41-rc.13	PC (Windows 11)	S03	C04	<ol style="list-style-type: none"> 1. Start a run 2. Recruit and upgrade units / acquire relics 3. Enter combat across multiple rounds 4. Observe unit animations and behaviour 	Upgraded units or units affected by relics show some form of visible differentiation (animation, effect, or indicator) to reflect changes in strength or behaviour	Units appear visually identical before and after upgrades or relic application. Animations and behaviour do not visibly change, making it difficult to perceive impact of progression	Medium	100%	N/A – Visual behaviour consistent across runs	New	Combat visuals do not reflect progression or system changes, reducing player understanding of upgrades and relic impact	Role Assignment & Slot Logic Consistency	04/05/2026