

# Low-Class Gods Eye

The *low-class gods eye* is an infrequent and unique cybernetic that can be found within the [Democratic Imperium of Nepleslia](#) and likely any place Nepleslians can be found within the [Kikyo Sector](#).

The low-class gods eye can be found rarely on the InterNEP cybernetics market or through rare dealers for 700DA

## Appearance

The eye itself is a semi imperfect orb made of a glass-like material shell that houses a secure electronics base within the eye itself that looks otherwise like a normal eye and can come in a variety of colors for the iris, sclera, etc. When activated the pupil of the eye will contract and the iris will glow with a dim cybernetic light bright enough to be noticeable in a dark room or through weak sunglasses.

## Function

The gods' eye itself houses a unique function in the form of a simple yet dedicated artificial intelligence that constantly maps the surroundings and individuals within view of the user and creates a hyper-accurate and real-life definition feed upon activation that allows the user to hypothetically perceive events before they happen up to two seconds before they occur.

This is achieved by the algorithm of the program inside the cybernetic eye to read off a list of up to 10,000 numerical possibilities ranging from a persons posture and body movement recorded to that point and ran through simulation in nanoseconds to an objects flight trajectory being rendered beforehand due to the AIs ability to calculate and render faster than an object or person moves and faster than a person or object can re-align or change their actions to which the AI will also predict. Dodging a blade before it strikes or drawing first on a gunslinger is just as easy as seeing where a tossed object will land or where a vehicle will stop before it does.

The eyes' ability to perceive and predict is limited to not only individuals but also objects such as slow-moving projectiles, animals, physical and inanimate objects, etc. up to 97% guaranteed accuracy. The eye can be activated and deactivated through using the same muscles used to focus on a normal eye vision and sharpness and should be second nature to anyone but should still require a concentrated effort to activate or deactivate the cybernetic.

The cybernetic itself works perfectly at close ranges up to one fifty feet but is unreliable past that due to the increased number of variables and objects that will need to be processed by a relatively simple AI program. The cybernetic however works perfectly well through a scope or optics but will not trigger or work on the visuals of a recorded or even live-action stream of a viewing screen or terminal and cannot predict what it cannot see beforehand (Such as the goings-on behind a wall or door.).

## Drawbacks

The inherent advantage of having the ability to perceive the limited future while entirely desirable through the gods eye for any individual even outside of the field of combat has a limited set of drawbacks that make it rather uncommon in use and even rare in some cases.

The most common is a lack of any known manufacturer making most gods-eyes inherited or harvested and those on the market being sold often being scams outside of most notable cybernetic dealers with fake gods' eyes going for up to 300DA on most markets ending up being damaged beyond repair, cheap knockoffs that don't work, or outright just plain cybernetic eye replacement.

The biggest drawback for the eye, however, is its actual function. The vision showed by the gods eye overlays like an advanced afterimage over the normal vision of the eye and is extremely disorienting. Even after years of practice, the eye is nearly impossible to get fully accustomed to when the user is liable to inadvertently activate the cybernetic without intending to through the biological muscle-memory that activates it by simply concentrating in a manner everyday people are accustomed to by simply focussing on an object or individual in everyday life. As such the cybernetic is more complicated to use than it seems and can be not only disorienting when it activates or de-activates seemingly at random but by doing so can give a sense of nausea or even a feeling of schizophrenia when micro activations create split-second *ghosts* in the eyes vision and can be so dangerous that it can cause aneurysms or seizures if two are used.

## OOC Notes

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