

Welcome to Interrealm:

A Comprehensive Guide for New Agents, Operatives and Staff working for the Agency for Interdimensional Defense, Exploration and Intelligence

#2. The Structure of the Organization

Interrealm is backed with a long history starting early in its humble beginnings as a covert sub-office to the Department of Mystic Affairs. Today, it is now an international enforcement operation sitting in the outskirts north of Washington D.C. on the Potomac river region. However since the signing of the historic Sexton constitution, Interrealm had to reorganize itself as part of the provisions dealing with large entities that serve multiple universes. The influx of new member nations, personnel from other worlds and technologies along with the grand change of breaking Interrealm into three main tiers, each with their own sets of responsibilities and duties that handle the tasks if needed be.

Here are the three main tiers all of which are under the control and command of the joint chiefs of staff. Five members of the military, government bodies and senior members of the organization themselves who deliver the final word and action for each activity the agency executes. You don't see their faces to protect their identities and they are the ones that the Chief Commissioner, General and all of the Squadron leaders of the Realmguards answer to. Now with that out of the way, here is a breakdown of each tier quick overview.

The Main Tiers

Civilian Tier

Unlike the other three tiers, the civilians are the hardest working group among the three. Why or how is that possible you say? It is simple, it is because over ninety percent of all the assignments and missions that fall on their shoulders are the types that easily can be handled accordingly by civilian forces. They are the equivalent to the police and national guard in times of peril. Also to note, just because they are on the lower part of the system does not mean they

are the least resourceful. In fact, they are the most resourceful around. Their leadership is under the guide of the person with the rank of "Chief Commissioner". His main duties is to oversee all the activities that goes around with the operatives and officers of the sector.

However sometimes that even being the biggest of the three can often be vulnerable to corruption and other internal conflicts. That is where the duties of Interrealm Internal Security comes in or I.R.I.S. for short. Their jurisdiction however can only reach within civilian lines with the exception of inter-tier affairs with the military and they have the power to persue and capture rogue officers who step out of line.

Military Sector

Being part of the military sector demands many things, one of which is actually being a active member of your state's military forces in order to be part of it. A good know-how of the basic rules and disciplines that they follow. However this is different when dealing with aliens and other otherworldly cases. As a member of the military sector, you will go above and beyond for honor, duty and collaboration of other species that you will work with in take care of whatever comes your way. The leadership of this sector is always a high-ranking member of the military themselves. Often it takes a year of training within this sector before you actually take on a mission and/or move up in the ranks. Civilians can actually move up but must serve military service or take on the experimental inter-tier program.

Realmguards

The multiverse is a very vast and dangerous place to be and with the exploration and accounts of beings from the Great Wide Universe and other beings that have the capability to destroy civilization and other planets poses a serious threat that needs to be taken care of swiftly or when there are missions that need certain elements to just "disappear". That is where the Realmguards come in. There are no known ranks or structure that follow, they only answer directly to the joint chiefs and the lower tiers answer to them if they give the orders. The realmguards are composed of twenty-three squadrons made up of operatives who posses incredible strength, power, stamina and prowess that could make them even god-like in common.

However they are disciplined enough to not abuse their abilities that would render them a threat to others.

A squadron leader's responsibility is to their group that they get the job done and one other perk is that they have the power to overthrow a government at will as a last resort, kill if needed and use powerful weapons either through technology or magical ability. They are known in the organization as the "Tier of Last Resort" and with their reputation, it really holds true.

Other Departments

Interrealm Internal Security (I.R.I.S.)

I.R.I.S. is the internal affairs sector of Interrealm, basically the people who polices the police. as they take care of the direct actions between governments and the agency when dealing with the conduct of the people working and what they do. They are also authorized to make arrests, and jail operatives, issue disciplinary measures, be call upon to capture rogue agents by all means necessary and do rescue work along with additional support and supplies.

I.R.I.S. is formed in response to the ever-increasing population growth from the original 10,000 member group which renders itself vulnerable to corruption and abuse of its own authority. So this form of internal affairs is made to eliminate it completely. Even in matters of conflict between agent conduct. Now in the case of them with the Realmguards, they have limited capacity in dealing with them other than arrests and capture.

Diplomatic Corps.

For international resolutions, they are settled on neutral ground where they talk it over and lay out the plans, or the break down often resulting in sanctions, conflict and sometimes dive into all-out war. But what about matters between member nations that needed to be settled and protected against any outside threats. The Diplomatic Corps. are there. They choose the neutral ground for where the parties can delegate resolutions, protect the grounds from outside threats and act as mediators and enforcers of key strategies and final decisions made. To enter into this

department a strong sense of politics and resolution skills is requires along with a extensive knowledge of the parties laws and culture.

Mecha Corps.

No other organization has got the largest army of mechas around than the Mecha Corps. These large machine are maintained by the best and piloted by the same as well. Serving all three tiers they are the front line in any conflict. The mechs they operative could range from twice the size of the pilot to the size of buildings.

Section Zero

There are many theories about this group, one of the most popular is that Section zero is the remains of the once ultra-secret agency before Interrealm went public thanks to Sexton. Instead of dissolving, the joint chiefs kept them underground and maintain them under totally different rules. Few new members have entered into this sector and the main tiers have little or no knowledge of their existence to the point that Section Zero might even be a myth, but the chiefs know they exist and have powers the even exceed the member nations and the tiers. They do have a license to kill and overrule anyone who gets in their way.

This is just a small section of the many departments and sects that the agency has in operating itself to the fullest extent. Where you fall depends on what you want out of it and how it will work out for the agency as a whole. This is not a matter of national pride but a matter of believing in good and evil, wrong vs. right and your commitment in the service of the organization.