

Welcome to Interrealm:

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

#3. Recruitment & Training

Interrealm for many, many years have been known for having a multilateral system of training methods that bring out the best of every cadet. No matter what species or universe they came from to match that they also have ways of recruitment of new members. But changed overtime since Sexton (for future reference, when I mention "Sexton" I mean the Sexton Constitution and its involvement with Interrealm) and the reformation of the agency, but the means of how we get new members remains the same.

Recruitment

Back in the early days of the Solterran-controlled Interrealm, we look for potential candidates only within its own borders as it was one of the chief requirements to enter along with members from the "protective services" such as Special or Black-Ops, Armed forces all the way to local law enforcement. They send out shadow recruiters to find these people and if selected they have the choice to either accept or reject the invitation. This often makes up fifty-eight percent of cases that are taken into the ranks and go through the routine methods. Sometimes it takes a person who has special abilities or through strange circumstances the recruiter would approach it as the typical "don't call us, we'll call you" kind of situation and it works the best. Often rarely we do send out a recruitment drive but the best skilled may only apply, the very skilled, gets higher security clearance.

Training

All forms of training take place in one of two high-level training fields. The first is right on the headquarter grounds which also includes livable spaces close by the Potamac. The other is what we call the *Hyperspace Academy*. That facility is located on the Planet-Q on the Tekcanon

System in the Aurora Universe. That system contains four habitable worlds and two inhospitable types which makes them ideal for the training of all agents in all different conditions. This is not a run-of-the-mill spy organization where you have to rough it, this is many times more harder than that. Consider when you have to deal with working with alien technology and spacecraft. Master different customs, working sometimes with alternates or even non-human personnel and magical beings.

Physical demand is paramount when it comes to handling hand-to-hand combat with people with different powers or even being bigger and/or stronger than you. Sometimes you need to learn how to handle taking on a new form when wearing metamatter watches or how to handle yourself in an alien environment or alternate planet. No problem really with our skilled training instructors, that can be easily overcome. Intelligence is also key along with logical and mental training for situations that often follows the trend of thinking is not always needed in the most high-pressured missions that demand action to do no matter what. Finally the elemental run is part of the "graduation" cycle after exams this is which you must endure the harsh environments of each of those planets three weeks at a time as it is needed to survive conditions when you go on missions in other alien worlds.

Overall the training takes five years for the higher tiers to run with the Academy or two at headquarters, all of which is based on skills and powers you might possess. After graduation the new operatives will take their posts in their assigned region offices around the Thirteen realms to service them or be taken into the sub-departments or other agencies such as the Diplomatic Corps. or I.R.I.S. what you need to know is that training is always vital to the success of the trainee and the agency as a whole.