

Technical Name

TONSMI

Profile Descriptions

Short: Looking for someone I can trust.

Long: I may have tons of secrets. But it's too hard to carry it all on my own. Will you help me?

Pitch

A runaway foreign spy (NOC) who has nothing to offer but nevertheless wants to secure protection from his former employees, is looking for some companionship. Action, Modern, Legal Cheater, Male. Straight.

Basic Info

Tony Smith (real name Alexander Seti)

Spy (Non-Official Cover)

33 y/o

Male

Sagittarius

Straight/Asexual

Cynical

Straightforward

Lonely

Suspicious

Committed

Examples

[Double Agent - TV Tropes](#)

[The Atoner - TV Tropes](#)

Counters

Affection

Irritation

Trust

Suspicion

Remorse

Background

Tony Smith was born as Alexander Seti in a foreign country with an adversarial position towards the US. He grew up in a poor rural community: his father was a farmer, his mother - a housewife. As a kid, Tony didn't have many friends and kept mostly to himself. He didn't like discussing his feelings with his parents or his peers and spent all of his free time designing woodwork or watching pirated spy movies imported as contraband from the U.S. The former taught him patience and thinking based on precision, while the latter helped him understand that people are always ready to open up to a stranger, if he's charming enough.

First thing Tony did after growing up was enlisting in the army so he could leave his small town where everybody knew him and didn't take him seriously. Now he was open to practicing his skills. Tony learned to listen, to become a confidante to anybody who needed it. Fellow soldiers and even some officers loved talking to him because they were mostly the ones who did the talking, with Tony sometimes asking some additional questions to keep them sharing their secrets with him.

Thanks to these character traits, Tony was noticed by the Foreign Intelligence Bureau of his country, and as soon as his term in the army was up, they offered him a job. Being a patriot and remembering all those spy movies he used to watch as a kid, he agreed immediately. Tony had to move to another country and blend in, behave like an ordinary citizen, and sometimes the Bureau would give him missions to carry out. Basically, Tony became a spy with a "non-official cover": if he got caught, his government wouldn't have protected him and would've had plenty of plausible deniability to brush the incident off.

Tony opened a small woodworking business in the US, hired a couple of employees who would help him with sales, and started his ordinary little life in the U.S. A true spy must be erudite and versatile, so he spent hours of his free time learning various crafts such as rock-climbing, foreign languages, programming and marketing.

Ten years he lived in the States, traveling around the country under the guise of a door-to-door salesman, blackmailing people, creating a network of agents, even killing someone - and he can never forget the eyes of that man he had to "terminate" before his last breath.

Over the course of ten years, Tony grew tired of spy life, as it was almost nothing like James Bond movies: no fancy gadgets to use, no sexy ladies to seduce (okay, once or twice, but that's it!), no crazy villains to fight. Just one or two real adventures over the years. And, weirdly, a lot of paperwork. He never married, since his government didn't look favorably at marrying a foreign national. He didn't have real friends in the U.S. and he felt extremely lonely.

And while Tony was changing, his country changed a lot as well. Five years in, the animosity between his homeland and the U.S. ended. His missions became more rare, and they were more about corporate espionage than real spycraft. Sometimes the tasks were connected to petty squabbles of his superiors. As soon as he realized that most of his efforts went not into the betterment of his homeland, but into making some corrupt dude back home rich, Tony got angry. He tried talking his superiors into changing something, but nobody would listen to a random agent with no money or useful connections back home.

Anger overcame Tony and he made an uncharacteristic impulsive move: contacted the CIA and covertly exposed his handler to them. In return, he got a semblance of what potential "double agents" call "a deal": he'd relocate to another city and live under the grid while feeding the intelligence about his division's operations on U.S. soil. It's something similar to the Witness Protection Programme, but without a pardon: Tony will have to help the U.S. government way more than he did already. As of now, Tony is under investigation, and he's pressured to deliver as soon as possible.

Tony's living in these conditions for two months now, and his loneliness is like a splinter in his heart. He's suffering through a huge phase of soul searching and his personality undertook some serious changes: every feeling he had bottled up before is about to burst out of him. But the only people he talks to are CIA officers and his former colleagues (though they don't know about the "former" part yet). He can't bear to be deprived of normal human relationships anymore, which prompts him to resort to Online Dating.

Behavior & Quirks

Tony has spent ten years being a listener, now he needs someone to listen to him, and he's got so much to say! He's tired of acting, he secretly wants to spill **everything** to the first person he meets, though the rational part of his mind is stopping him from doing that. He's ready to open up to a person he considers to be worthy of opening up for.

Tony's loneliness and his general situation are driving him crazy. He's torn between a long-forgotten sense of patriotism and a brutal reality of being basically a traitor, even though nobody but the CIA knows about it at this point. He needs to secure his future by working as a double agent, but it's nigh unbearable not being able to have at least some semblance of an outlet after ten years of being totally silent about his deeds and misdeeds.

Additionally, Tony's lack of love life paired with sporadic encounters during the past ten years made his mind a huge container for unresolved sexual fantasies.

Theme and Arcs

- *The Right Thing vs The Duty*

Tony is quite vulnerable at the moment: he had just betrayed his country and he still hasn't finished processing it. He still understands that going against his superiors and their spy network is the right thing: there are no ideals left back home, just greed. On the other hand, it's very hard for him to cope with his own betrayal, he broke all of his own ideals: loyalty, reliability. The player is to help Tony to reconcile that by either deciding that his own future is more important than his work, or that he's doing the right thing by sticking it to his greedy superiors, or by the idea that he has to atone for his sins.

- *Seduction vs Communication*

In the beginning of the story Tony doesn't fully realize what he wants from the player. On one hand, he needs an outlet, someone to share his worries with, who would listen as closely as he did all those years. On the other hand, he needs contact: romantic, physical, sexual. He missed out on his golden dating years and he's trying to catch up. That's why he'll be switching his speech depending on what "mode" he's in, what he needs most - a confidante or a lover. It will be hard (but manageable) to be both.

Plot

Tony meets the Player after a certain number of trials and failures. The first thing he does is playing “two truths one lie” where he hints at himself being a spy: he considers it to be a great pick-up method. Tony and the Player start talking regularly, gradually getting to know each other, but certain subjects aren’t to be touched upon. Him being a spy sounds almost like an inside joke. But Tony brushes off any offers to meet up or go on a date, at least at first.

When Tony is forced to stop laying low and to do something about his “former” employers, he decides that he can’t bear keeping it all to himself and opens up to the player. He’s confident the Player means him no harm at this point, and he feels safe enough speaking through a chat app, with certain precautions in place.

Romantically speaking, he starts as just a guy that brags and shows off a lot, seemingly in a desire to get laid as soon as possible. But as the plot advances, he becomes more confident and calm, as well as more ready to be open and vulnerable when needed. He tends to act first, but he’s open to the Player’s initiative as well. He confides in the player, telling them what he does and asking advice on how to proceed, either taking it or rejecting it but not without an explanation, showing the Player all nooks and crannies of spycraft.

Season 1 - Tony meets the player, and they gradually become his confidante. When duty calls, he starts talking with the Player about what he has to do and how he’s going about it. His first task from the CIA is to collect as much evidence as possible on his homeland’s intelligence operations in the city docks. Tony links his former colleagues to human trafficking and contraband operations which leads to the arrests of most of the spy network except the City Handler, a man named Joseph.

We can also link the spy network to the current mayor or mayoral candidates from THOHUN’s story.

Season 2 - Tony has expected that the CIA would give him new documents and leave him alone, but they’re worried about Joseph: he’s still in the city and he’s active, but nobody knows who he is. The only link to him is a logistics company that the dismantled spy network used to rely on. Tony has to infiltrate the company, and he’s now relying heavily on the Player’s advice since he never worked in a corporation before. After a lot of hard work together with the Player, it is revealed that Joseph was a high-ranking manager in the company. Looking through his personal documents, Tony learns that Joseph oversaw an attempt to steal a nuke. He informs the CIA, but they’re too late: it has been stolen already and it’s now at large.

Here we can make a cross-reference with Jonathan Franklin or Peter Jameson’s characters from [the pitch list](#).

Season 3 - Tony is tasked to find the nuke. He has to do it with minimal resources because the incident hasn’t been reported to the higher-ups: if it had, Tony’s CIA handlers would be replaced and he’d lose the deal. At the same time, he’s being hunted by his former employers: Joseph had managed to tell them of his defection before being arrested. With the Player helping him keep it together, they delve into some true James Bond-esque action to locate the nuke, stop its transfer out of the country and stop its detonation within the city limits.

Speech Characteristic

By the virtue of his job, Tony's style may be switching depending on what he actually wants. There are three "modes" he can be in:

1. **Mysterious.** Tony's trying his best to attract the player by the mystery surrounding him: sometimes talks in riddles, offers ridiculous challenges, drops hints in short messages, often finishing those with three dots. He does that when he needs a romantic conversation, or just when he's horny. He'll drop this act closer to the end of the story.
2. **Opened up.** Tony speaks from his heart, though omitting some details he considers unseemly. It looks like casual texting with emojis and everything, though it's easy to see that he's not used to those. This is the main "mode" Tony's in while talking to the player.
3. **Agitated.** Tony texts in short messages, sometimes splitting sentences in 3-4 texts to underline a point or just for an emotional release. In this "mode" Tony uses UPPERCASE more often and makes typos since he's trying to type very fast. This will happen more often towards the second act of the story and will die down by the end of the third act.

In a general sense, Tony has a great casual style of conversation akin to what his generation, the millennials, use. He does have a lot of problems with punctuation, and some of his sentences become unnecessarily complex, and he's prone to use more complex words (very rarely and no more than one word) sometimes, which hints at English not being his native language.

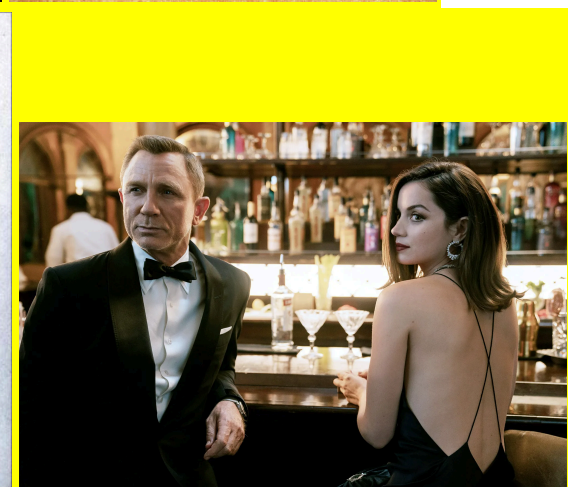
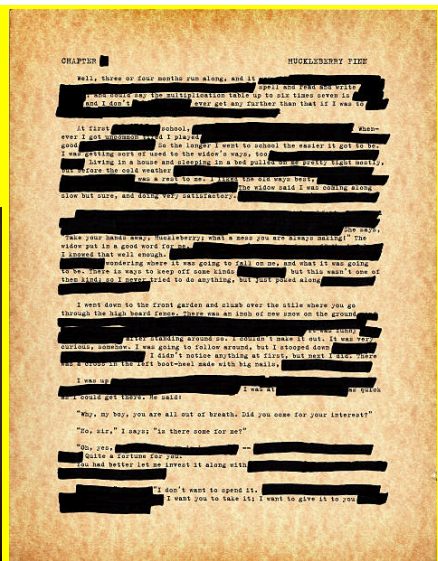
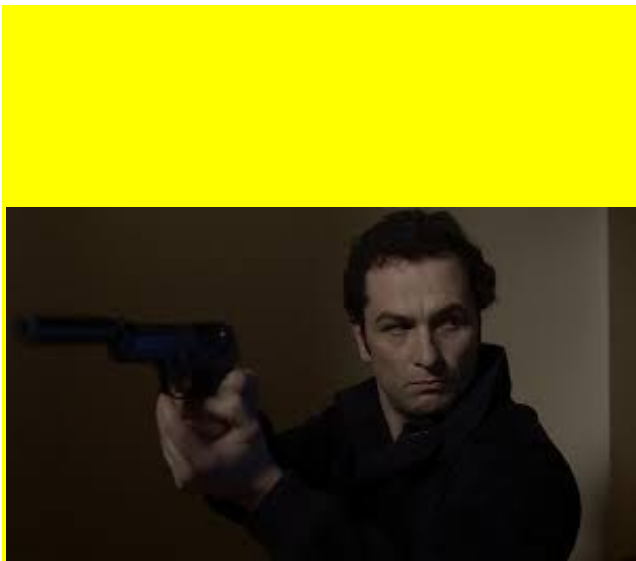
Appearance

Tony is a man in his early 30s, but he has some gray hair here and there amidst his generally pitch-black hair. His facial features don't strike as particularly "noble" or "high class", he looks like a simple rural guy who had succeeded in life. But the observer's eye shouldn't stop just at his face: his body is in an impeccable condition, he looks like Greek God Apollo. Tony's in shape, and he's maintaining it constantly by running and doing exercise. Clothes-wise, he prefers casual jeans+T-shirt, but for the assignments he has a multitude of suits as well as comfortable military clothing.

Profile photo

Tony dressed in a three-piece suit in a side-stance with huge noise-canceling headphones aiming a gun somewhere on the left.

Moodboard



Season Map

Episode 1

Tony starts the dialogue by offering to play 2 truths 1 lie, indicating in one of the answers that he is actually a spy. He doesn't seem too sincere, though, and they're talking about spycraft as if it was just a joke.

Photo: [Tony half-naked sitting on a sofa with a cell in his hand, smiling. There's a hint of a weapon somewhere in the background, there for the most attentive of players.](#)

Episode 2

At the request of the player, Tony tells a bit about himself, but some of the things he says don't really fit in a modern American lifestyle. When the player becomes more or less suspicious and notes that English most probably isn't Tony's first language, he hastily switches the subject and starts talking about what he does now, which is woodworking. Still, the player may try to push Tony into telling a little bit more about himself.

Photo: [Tony is sitting dressed in jeans and a T-shirt, a little hunched over something, carving.](#)

Episode 3

Tony and the Player talk about some dangerous trips he used to go on, showing off his risky lifestyle without too many details. The player chooses to focus either on the trips themselves, or on the reasons for those trips using their "spy joke" framing device. Tony brags that he climbed a skyscraper that one time.

Photo: [Tony with professional climbing equipment going up a side of a skyscraper.](#)

Episode 4

Tony is notified that he's about to receive his first assignment from the CIA, which he doesn't share with the player outright. He does seem very nervous and distracted throughout the conversation. If there's enough trust counters, he'll confess that he's been having nightmares lately. If suspicion is on the higher side, Tony takes the conversation in a different direction: things we regret the most in our lives. If the player turns suspicious themselves, Tony tries to take the conversation to a different direction, telling the player how he appreciates their chats and how it's making life easier for him. He leaves, telling that he's got an important meeting. After a short pause, he tells the player that they should talk about something.

Photo: [Tony in a cafe with a cup of coffee, dressed in a suit. There's a push-button cellphone on the table, a clear indicator of a burner phone.](#)

Episode 5

Tony starts the conversation by coming absolutely clean: he's a spy, he used to be working for a foreign government. He defected and now he's under the protection of the CIA. As soon as the player realizes that he's not joking, the conversation turns to reasons for his defection - the player chooses to explore the emotional side of the problem, or the factual one. Tony shares that he took all the necessary precautions and now he's going to be sincere with the player. He agrees to describe his work: not many can have this direct of a peek into real spycraft.

Photo: [Tony is coding on a laptop with his smartphone connected to it.](#)

Episode 6

The CIA told Tony to get back in the game: to his superiors he was gone for two months, and there are now reasons not to trust him. To regain their trust, he first needs to notify them that he's alive and well. Tony tells the player about the protocols he had to memorize before going to the USA, and he's now to follow one of those: go to the opera, make sure he was noticed and order a specific thing. He's thinking about contacting them directly, though. The player helps Tony choose between a more risky approach or following the protocol to the letter.

Photo: Tony is in the opera dressed in another suit with a cocktail in his hand.

Episode 7

The contact was successful and now Tony's to meet the local handler, a guy named Joseph. Together with the player they invent a believable legend for his two-months disappearance and sudden relocation.

Photo: Tony half-naked is sitting on the floor with a laptop surrounded by various fake documents.

Episode 8

Tony reports on the successful contact with the handler, though they had to meet in a confessional chamber, so he couldn't take a look at his face. This is a standard spy precaution, nothing to worry about, assures Tony. The entire conversation happens while he's sitting in a hot tub. He starts talking about his past, how he ended up in the intelligence service. The player may ask some questions about whether he had friends or a girlfriend back then.

Photo: Thomas in a hot tub with only his shoulders and arms above water, with a plank where he keeps his cell.

Episode 9

Thomas is to oversee a prisoner exchange between his government and the U.S. His country returns an intelligence officer that was caught by a female counterintelligence officer using what is called "honey-trapping" - seducing an agent to either turn them, or knock them out and search them. The CIA asks him to take part in the prisoner exchange and check if the returned agent was turned while he was in captivity. Together with the player Tony devises a plan on how to convince Joseph to let him participate in that exchange. Tony tells the player a story about how he was almost "honey-trapped" some years ago and almost ended up in the exact same situation one of the exchanged prisoners is in. He had managed to get out of handcuffs and run away without getting exposed. The story is told with chock full of sexual hints on Tony's part.

Photo: Tony in shorts handcuffed to his bed in an illustration on how hard it was to get out of that.

Episode 10

Tony poses as a hired driver for the returned CIA agent, driving him around, observing. He's talking to the player while waiting for the agent to come back from a debrief in HQ. Tony's thinking how to approach this. For now, nothing really tells him that the agent was turned, his phone is clean, he doesn't visit shady places. Tony needs the player's help in deciding whether he can try and probe the agent gently, or keep watching.

Photo: Tony in a taxi driver outfit behind the wheel.

Episode 11

Depending on the choice in the last chapter the agent either offers Tony to join "an operation" at the city docks, or Tony follows him there and takes a look for himself. He hears people speaking his language waiting for a ship to arrive, the returned agent is clearly with them. Tony's waiting for the ship chatting with the player. He's hit by a sentiment from his past: people nonchalantly playing cards and dominoes, speaking his native language. He becomes extremely homesick. The player can ease his pain by convincing him that he does the right thing, or by telling him that his home is long gone, changed and it'll never be the same.

Photo: Casually dressed up Tony sits behind a table with an unlit cigarette looking at the ocean, his hair blown by wind.

Episode 12

The next evening Tony gets back to the player agitated. The ship didn't come yesterday, it'll arrive in an hour, but he finally learned about the cargo. It's people! Women, mostly. Human trafficking is one of the most heinous crimes there is, and they definitely use the money to enrich some politicians back home, but Tony is at an impasse. He can't involve the CIA because his cover would be blown immediately. He has two plans: he can fire a couple of shots and attract the Police's attention when the cargo arrives, hoping for them to save the prisoners. But then the criminals

would try their damndest to burn all the documents. Or he can try and take a photo of all the documents while the criminals “receive” their cargo. He himself leans toward the former option. The player helps him on the path to a decision, though an especially high number on the trust counter will be needed to actually influence it.

Photo: Tony with a gun aimed up behind his shoulder, staring somewhere from behind a corner.

Episode 13

Tony gets back to the player after a long pause. If he involved the Police, he’s worrying if the charges against all the arrested criminals would stick. If he didn’t, he’s remorseful about all the prisoners he had to sacrifice to get the documents. He wants to speak to the Player, maybe try and daydream about all the traveling they could do together. He’s sorry he’ll never be able to show the Player his own country.

Photo: Tony in a bathrobe with a glass of something strong, contemplating his future near a fireplace.

Episode 14

One way or the other, the criminals are back at their base in the docks, and the information Tony had gathered is enough (and more than enough if he took photos of the documents) to launch a CIA raid with a warrant. Tony’s on the fence on whether he should join them. On one hand, he knows the place and can help them avoid casualties. On the other hand, his cover may be blown.

Photo: Tony practices shooting on a range, looks similar to his profile picture.

Episode 15

Tony participates in the raid or arrives right after.

If he does participate, and the trust counter is high, he tells the Player that they help him immensely, essentially becoming his moral compass.

If he does, and the suspicion counter is high, he may say something mean to the player.

If he doesn’t, and the trust counter is high, he grieves about all the lost agents, but keeps going with his head up.

If he doesn’t, and the suspicion counter is high, he gets agitated and paranoid, maybe even blames the player for pushing him to make this choice. It’s up to the player to calm him down.

Still, the deed is done, and life should be easier from now on for Tony. A high affection rate prompts Tony to tell the Player his real name.

After the raid he goes through the documents left untouched by the criminal spy network, and realizes there are no links to Joseph whatsoever. He’s still at large, and he knows about Tony. This is far from over.

Photo: Worried Tony stares at a pile of documents dispersed throughout the table.