

THE LAST GRAY HAT

A DOMESTIC CYBER-THRILLER

Every adult crime began as a childhood survival strategy.

Each episode pairs a childhood wound with the adult catastrophe it created, as a fugitive gray-hat hacker battles the brilliant foster brother who taught him to survive—and whose decades-long campaign against his family weaponizes love, grief, and trust for a dark, obsessive quest for immortality.

TOM KIRKHAM • YUSUF TOROPOV

One-hour drama • Three-season story • Eight episodes per season

WHY THIS SHOW

A story built for this moment

Cybersecurity is no longer an abstract threat to institutions. It is a way of reaching directly into ordinary human life.

THE LAST GRAY HAT presents an unusually timely development opportunity: AI-driven fraud, identity threats, ransomware, and geopolitical cyber conflict have moved cybersecurity from a specialist concern into daily public life, while a more selective global streaming market increasingly rewards premium, internationally legible genre dramas built to travel across borders.

WHAT THE SERIES IS

The premise

The systems that save us when we are young and helpless imprison us once we have come to rely on them.

THE LAST GRAY HAT is a one-hour domestic cyber-thriller with international reach, built around three interlocking lives: Stro/Sun Tzu Lou, a legendary gray-hat hacker who equates protection with control; his estranged wife Marian, who has spent years stabilizing other people's emergencies; and Raj Al-Muntaqim, a nineteen-year-old financial and cryptographic prodigy living inside an authoritarian state.

The series unfolds over three eight-episode seasons. Each central character survived by building a private system: control, caretaking, compartmentalization. What once protected them has become the liability they cannot escape.

Behind them stands Tan Vo, Stro's foster brother and first teacher in survival—a man who has spent decades turning the idea of "family forever" into something increasingly dangerous. Their conflict begins in childhood and eventually reaches across money, medicine, identity, intelligence operations, and the emerging possibility that even death might become a system someone can try to hack.

HOW THE SHOW WORKS

The story engine

The past explains the present without excusing it. Each episode uses a real historical hack, security failure, enforcement action, or technological milestone to put pressure on something happening now.

The series moves among three eras: an origin strand beginning in 1978 as Stro and Tan grow up alongside personal computing and hacker culture; a family-rupture strand in 2014, when a catastrophe breaks Stro's household apart; and the operational present in 2021, when Stro is forced out of hiding and into an international mission centered on the dictatorship of Al-Qania.

The series engine is not "hack of the week." It is cause and effect across decades. A teenager's thrill at getting past a system becomes, years later, an adult's belief that knowing more than everyone else gives him the right to decide what they are allowed to know.

THE EPISODIC PROMISE

- A formative wound, choice, or betrayal from Stro and Tan's past.
- A verified moment in real-world hacker history that changes what the boys believe systems—and their anarchist creed—will permit.
- A present-day operation that forces a personal choice before the hour is over.
- A relationship forced to absorb the cost of secrecy, control, or compromised loyalty.
- A new piece of the larger conspiracy that changes what someone must do next.

TONE AND VISUAL LANGUAGE

The interior pressure of MR. ROBOT meets the operational precision and international pursuit of THE DAY OF THE JACKAL. THE LAST GRAY HAT puts that pressure inside a family. The most dangerous scenes are often domestic: a breakfast table, a counseling room, a kitchen, a restaurant where years of withheld truth arrive in a single conversation.

Technology belongs in the room rather than floating above it. When a hack is underway, the series emphasizes the decision. The audience understands exactly why the action is dangerous without receiving a procedural lesson in how to reproduce it.

EPISODE 1

Pilot — “Make Noon Midnight”

The pilot establishes the series grammar: the wound, the rule learned from it, the adult catastrophe, and the cost of carrying childhood survival rules into adult life.

In 1978, twelve-year-old Tan Vo survives a pirate attack on a Vietnamese refugee boat. In Arkansas, eleven-year-old Stro survives a very different kind of childhood disaster. The two boys eventually land in the same foster home, where violence binds them to one another—and to a secret they will spend the rest of their lives interpreting differently.

In 1981, Tan introduces Stro to an Apple II+ at the Fort Smith Public Library. BASIC gives their emerging worldview literal form: write the instruction correctly and the machine obeys. A story about the real-life hacker Captain Zap manipulating telephone rate periods gives them an idea: if the phone system can be persuaded to treat noon like midnight, maybe a household drowning in bills can be made to breathe again.

Fast forward to 2014. Stro has somehow built an ordinary life with Marian and their seven-year-old daughter, Tess. Then a medical crisis exposes how much of Stro’s past has never really gone away. Within weeks, Tess is dead following a catastrophic operation to remove a brain tumor, the marriage is splintering, and Marian is demanding to know what Stro is hiding from her. Stro, who knows far more about Tess’s death than Marian does, can’t give her the truth.

Seven years later, Stro, operating in Hong Kong as the elite hacker Sun Tzu Lou, is leading a high-stakes ransomware campaign for a Hong Kong criminal operator against a US defense contractor. The assignment’s moral implications change when the target surface expands to civilian hospitals that include a childhood oncology ward. Stro refuses the assignment, sabotages the campaign, and escapes Hong Kong owing \$19.7 million to the man he has just betrayed who will seek any and all available means of restitution. As the consequences begin closing around him, Stro realizes Marian, his estranged wife, may be in danger too.

At Boston Logan, an old rival manufactures a chance meeting and offers a way out: steal roughly \$300 million in cryptocurrency from Beloved Leader Hafiz, the dictator of Al-Qania. Stro refuses—until the airport itself begins to tell him the meeting was never accidental. At a tense meeting with Marian, Stro attempts to repair the damage he has caused, reconcile with Marian, and convince her that she is in danger. She rejects both his protection and his version of events and walks out.

Stro has spent his life believing that protecting the people he loves means deciding what they are allowed to know. Now the question is whether that instinct will save Marian—or become the mistake that destroys her.

The hacking, the dead marriage, and the brother Stro left behind are about to become the same problem.

THE PEOPLE INSIDE THE SYSTEMS

Principal characters

STRO / SUN TZU LOU / THE LAST GRAY HAT

One of the best surviving gray-hat hackers in the world and a deeply compromised human being. Under pressure, Stro sees the pattern before other people see the problem. Then he decides what everyone should do and mistakes the speed of his conclusion for the right to command. His central challenge is learning to tell people the truth before he has solved the problem for them.

TAN VO / THE GHOST IN THE MACHINE

A brilliant Vietnamese refugee orphaned at twelve, Tan responds to helplessness by deciding reality should obey instructions. He taught Stro how to survive and converted that bond into a compact: family forever. Tan loves Stro. He also believes loving Stro gives him the right to keep him.

MARIAN / THE WITNESS

British, brilliant, unsentimental, and exhausted by emergencies that arrive already labeled non-negotiable. Marian once organized herself around Stro's crises. The series begins as she starts refusing other people's versions of what she needs to know—and refusing to be the object other people move to safety.

SOPHIA ADLER / THE CLEAN ROOM

Calm, perceptive, operationally formidable. Sophia is the person who can often get Stro to speak honestly when almost everyone else makes him shut down. Her gift is understanding the emotional structure beneath the intelligence problem; her danger is believing she can keep those worlds separate.

RAJ AL-MUNTAQIM / THE PRODIGY IN THE PALACE

Nineteen, closeted, brilliant, frightened, and already skilled at appearing calmer than he is. Raj understands a fact older men around him do not: money is a language, and language can be weaponized. He is moving toward the inner circle of a dictator for reasons that are both political and painfully personal.

VERIFIED HISTORY, FICTIONAL CONSEQUENCE

The historical hack backbone

Real incidents are pressure points in Stro and Tan’s development. Sometimes the boys encounter or react to documented events that remain historically themselves; in other episodes, a verified exploit or security failure becomes the factual template for a fictional incident. Period technology, stakes, and hacker culture remain grounded in reality in THE LAST GRAY HAT.

YEAR	HISTORICAL EVENT	DRAMATIC USE
1981	Captain Zap / telephone rate periods	The pilot’s originating cyber idea: a system can be persuaded to treat noon like midnight.
1981-82	Lewis DePayne / Pacific Telephone	The boys move from stealing service toward commanding a network—and discover how intoxicating system authority can feel.
1982	Elk Cloner	Code can travel and replicate beyond its creator’s direct control.
1982-83	The 414s	Teenagers with home computers penetrate high-profile systems, teaching the boys that institutions built to look untouchable can be frightened.
1988	Morris Worm	Unintended consequence becomes the moral question: once damage propagates, how much does intent matter?
1989	WANK worm	Anti-authoritarian ideology pulls the brothers briefly together again—then divides them over targets and collateral damage.

The full bible includes the extended historical backbone and sample episode architecture.

CREATORS AND DEVELOPMENT

The creative team

TOM KIRKHAM / PRODUCER & CO-WRITER

Cybersecurity CEO and bestselling author. Tom brings current operating knowledge of cybersecurity, risk, and the behavior of people inside high-stakes technical systems. His experience keeps the show's cyber world grounded in recognizable professional practice rather than generic screen hacking.

YUSUF TOROPOV / CO-WRITER

Novelist, playwright, screenwriter, and managing director of the Irish content creation firm Cara Wordsmith Ltd. Yusuf's work on THE LAST GRAY HAT centers on character architecture, dialogue, and the emotional logic that makes the historical hacking material an intrinsic part of the family story.

KINDSEY HAYNES / CREATIVE DEVELOPMENT ASSOCIATE

CMO of Kirkham IronTech and Creative Development Associate on THE LAST GRAY HAT. Kindsey coordinates development materials, market positioning, and continuity across the project's creative and public-facing presentation.

REQUEST THE FULL SERIES BIBLE AND THE PILOT SCRIPT

The 44-page pilot episode script is complete. The confidential 17-page series bible includes the complete pilot synopsis, full three-season architecture, detailed character arcs, supporting cast, extended historical-hack backbone, sample episodes, and endgame.

For producers, financiers, representatives, studios, streamers, and qualified creative partners:

Tom Kirkham • tomkirkham@gmail.com • (479) 652-0242

Yusuf Toropov • yusuf@cara-wordsmith.com • (508) 514-1390

www.thelastgrayhat.com

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