



METRO BOOMIN

*ONLY 4 HANDS*



# NO CAPE INDEX // 001



ARMOR OVER GRIEF. DISCIPLINE OVER IMPULSE.  
INSTITUTIONAL ARRIVAL. THE HELD LINE.

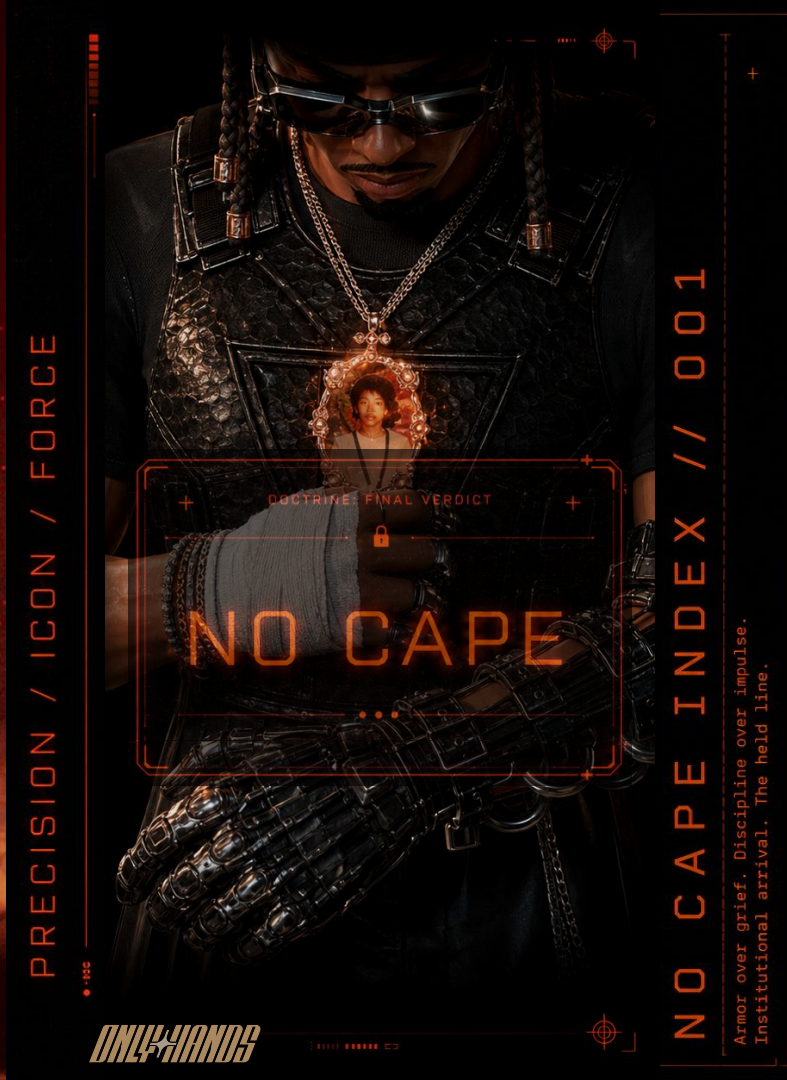
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CHARACTER DEVELOPMENT // 07 06 2026



001 •

ONLYHANDS — SEASON 01



# CORE THESIS

Emotional compression turned into silhouette.

• 05



Not producer-as-fighter.



Not superhero.



Not celebrity skin.

MODE:

RESTRAINT\_  
PROTECTION\_  
PRIVATE DEBT

SIGNAL:

DISCIPLINE  
OVER IMPULSE



A public icon translated through grief, privacy,  
authorship, faith, restraint, and control.



• • •





The drive before proof. \_\_\_\_\_

+ [ A mother drives her son from St. Louis  
toward Atlanta *before* the world has evidence.

[ *Transport. Belief.*  
Sacrifice before recognition.

[ Inherited debt becomes posture.  
*Discipline.* Work ethic. Restraint.

[ The public image can never  
consume the *private source.*

+ NO CAPE. JUST PRESSURE. \_\_\_\_\_

# WHAT 'NO CAPE' MEANS

Heroism without signal.



```
// =====  
// FINAL_SYSTEM_NOTE
```

```
NO_CAPE_DETECTED    == TRUE  
HERO_POSE_DETECTED  == FALSE  
WASTED_MOTION_DETECTED == FALSE
```

```
SOURCE_PROTECTED    == TRUE  
FORCE_HELD          == TRUE  
PRESSURE_ACTIVE      == TRUE
```

```
> SYS.RETURN:
```

```
"The loudest one in the room  
is usually the weakest.  
Metro enters with no cape,  
only consequence"
```

WHAT REMAINS:

- + Duty
- + Grief
- + Faith
- + Restraint
- + The private cost of becoming public





The system wants proof.  
Metro keeps the relic personal.

wants a hero ·————· » gives a **boundary**

wants a symbol ·————· » keeps **the relic personal**

wants spectacle ·————· » gives **composure**

wants classification ·————· » remains **unreadable**



|                               |                                          |
|-------------------------------|------------------------------------------|
| 00:00:42 :: narrative_role    | = THE_ROOM_AFTER_GRIEF_BECAME_DISCIPLINE |
| 00:00:43 :: legend_trajectory | = PRIVATE_DEBT -> PUBLIC_CONSEQUENCE     |
| 00:00:44 :: exit_condition    | = NO_FLOURISH_REQUIRED                   |



# SILHOUETTE SYSTEM



Publicly recognizable. Privately shielded.



```
// BODY_MAP::ACTIVE
```

|               |    |                                            |
|---------------|----|--------------------------------------------|
| BANDANA       | := | origin_protection                          |
| GLASSES       | := | readable_eyes(FALSE)                       |
| VEST          | := | chest_locked &&<br>ego_suppressed          |
| PENDANT       | := | human_source_exposed                       |
| RIGHT_GLOVE   | := | touch / signature /<br>judgment            |
| LEFT_GAUNTLET | := | machine / apparatus / control              |
| TROUSERS      | := | weight / ceremony /<br>downward_silhouette |
| CHAINS        | := | tether / memory /<br>secondary_motion      |

BANDANA  
covered head  
origin layer protected

GLASSES  
hidden eyes  
access denied

SYSTEM SCAN  
ID: 77A-00-000  
CLASS: ADAPTIVE  
PENDING: PROTECT  
STATE: VEST  
vested torso  
grief held in public posture

RELIC / ORIGIN  
product  
one human thing kept visible

GLOVED HAND  
white gloves  
judgment through contact

ARM BRACE  
bound arm  
force disciplined before release

PANTS SILHOUETTE  
formal trouser weight  
institutional arrival

STRUCTURAL SYS  
INTEGRITY 100%  
|||||||

# AUTHORSHIP AS FIGHT STYLE



- + He built rooms other people performed in.
- + Now the system has placed him inside the room.
- + This is not a missing folk lineage.
- + It is a singular lineage of authorship.
- + He does not fight like a performer.
- + He controls the room the opponent performs in.
- + Denial, redirect, compression: production logic made physical.



# COMBAT ETHOS

PRECISION / ICON / FORCE



## PRESSURE

He redirects more than he attacks.



## TIMING

He waits longer than expected.



## DENIAL

He punishes overextension.



## COMPRESSION

He makes the arena feel smaller.

[ RESTRAINT BECOMING UNAVOIDABLE. ]



# COMPRESSION

COMPRESSION LEVEL



FULL SPECTRUM

HIGH FREQUENCIES ROLL OFF

COMPRESSED



At high compression:

-  Crowd gets quieter •
-  Camera tightens •
-  High frequencies roll off •
-  Opponent recovery feels heavier •
-  Metro windows become cleaner •

//// No rage mode:

..... 



The opponent simply becomes  
trapped inside his timing & discipline.



# PERSONALITY + BODY LANGUAGE

## 01 IDLE —

upright, grounded, hands low, head quiet

## 02 WALK —

slow, economical, almost judicial

## 03 STANCE —

open-hand readiness, traps,  
redirects, short counters

## 04 VICTORY —

adjusts glove, touches pendant,  
exits — no celebration

## 05 DEFEAT —

signal loss before he gives  
a readable reaction





# METRO BOOMIN

## FOUNDING CULTURAL AUTHOR

### 01 — EXECUTIVE PRODUCER

Shapes the platform's sound, tone, and artist ecosystem.

### 02 — SEASON 01 COVER ARTIST

Becomes the face of OnlyHands' first public chapter.

### 03 — PLAYABLE CANON

Identity becomes silhouette, combat logic, and progression.

### 04 — SONIC ARCHITECT

Music drives the reveal, gameplay, and cultural rollout.



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METRO BOOMIN

— ... NU C A P I E ... —



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ONLY  HANDS

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Armor over grief. Discipline over impulse.  
Institutional arrival. The held line.



