CLAUDE CODE · MODS

5 mods to ask Claude for

A mod changes how Claude Code itself behaves. You don't write the code. You describe the change and ask Claude to build it.

1 **Client name in your status line**

"Make a mod that shows the name of the client I'm working on in my status line."

2 **A pop-up when a long job finishes**

"Make a mod that shows a pop-up when a long task finishes."

3 **A rule that blocks risky actions**

"Make a mod with a rule that blocks risky actions, like deleting files outside this project or pushing straight to main, and tells me why."

4 **One command for your weekly task**

"Make a mod with a slash command /weekly-report that does my weekly client report the way I describe it."

5 **A reminder bar above your prompt**

"Make a mod that puts today's top 3 priorities in a bar above my prompt."

How to use it: Open Claude Code, say "Make a mod that..." and paste one. Before you switch a mod on, read what Claude built and test it on something harmless first.

Source: Claude Code changelog, v2.1.287 (Claude Mods) and v2.1.295 (hooks can block when they fail)