PLAIN-ENGLISH STARTER GUIDE

OCTOBER 2026 · CLAUDE CODE · MODS

CLAUDE CODE MODS YOU BUILD BY ASKING

Mods change how Claude Code works and looks. This guide explains what a mod is, how to install one or switch it off, how to ask Claude to build your own, five ideas to start with, and how to stay safe.

01

Install

Get mods from the Claude directory or `/plugin`.

02

Build by asking

Describe it; Claude writes, installs and loads it.

03

Stay safe

Mods aren't sandboxed. Trusted sources only.

00 WHAT A MOD IS

ANNOUNCED BY ANTHROPIC · OCT 1, 2026

Anthropic calls mods "small TypeScript functions that change how Claude Code works." Claude Code sends out an event when it calls a tool, asks for permission or draws part of the screen. A mod listens for those events and can run before, after or instead of them.

WHAT A MOD CAN DO

CHANGE	EXAMPLE
Your prompt	Rewrite a prompt before it reaches the model.
Tool calls	Block, rewrite or retry a command Claude wants to run.
Permissions	Approve or deny a permission request.
Secrets	Hide secrets in tool output before Claude reads it.
The screen	Edit or replace parts of the interface, add buttons and inputs, or add a whole pane (in the terminal, the desktop app or both).

MODS VS HOOKS

- Hooks run outside scripts. Anthropic says they can't rewrite events, draw new UI or replace features.
- Mods stay loaded in your session and can do all three.

GOOD TO KNOW

- Mods ship inside **plugins**, so you install and share them like any plugin.
- They work in the Claude Code CLI and the desktop app.
- Several mods on one event run in load order.

01 INSTALL A MOD

DIRECTORY · /PLUGIN

Because mods come inside plugins, you get them the same way as plugins. Anthropic names two routes: the Claude directory, or the `/plugin` command in Claude Code.

INSTALL

1. Open Claude Code (terminal or desktop app).
2. Type `/plugin` and browse the plugins on offer, or pick one in the Claude directory.
3. Install the plugin that contains the mod.
4. Read what it does first (page 6).

SWITCH ONE OFF

- Anthropic rebuilt its own `/diff` view as a mod. You can disable it in `/plugin` or replace it with your own.
- Anthropic plans to move more built-in features to mods, so you can keep Claude Code small and add only what you need.

MODS PEOPLE ARE SHARING

MOD	WHAT IT DOES
Replay Theater (Anthropic)	Step through Claude's file edits one at a time.
Code Pet (community)	A pixel pet that reacts to what Claude is doing.
Session Wrapped (community)	A Spotify Wrapped-style recap of your session.

Examples reported by XDA Developers, Oct 13, 2026.

02 NO CODING NEEDED BUILD BY ASKING

You don't have to write TypeScript. Anthropic says Claude can write a mod, install it and hot reload it in your session, so it switches on without a restart. Describe what you want in plain English.

STARTER PROMPT (COPY, THEN CHANGE THE MIDDLE LINE)

```
Build me a Claude Code mod using the mods API (not a hook).
What I want: [describe the change, e.g. "ask me to confirm before
any command touches a file with 'prod' in its name"].
Explain in plain English what it will do before you install it,
then install it and load it in this session.
```

TIPS

- Say "mods API". XDA's reviewer first got an old-style hook until they asked for the mods API.
- One job per mod. Small mods are easier to check and to switch off.
- Ask Claude to keep it as a plugin, so it loads every session and you can share it.

IF IT MISBEHAVES

- Ask Claude: "Turn off the mod you just made."
- Or switch it off in `/plugin`.
- Ask Claude to explain the mod's code in plain English before you keep it.

! A mod you build runs **with your access**, like any other mod. Read Claude's explanation before you say yes.

03 IDEAS TO ASK FOR FIVE MODS TO TRY

The first three come from Anthropic's own examples. Paste the line into the starter prompt on page 4.

1. **Ask before production**
   "Ask me to confirm before any command touches production settings."
2. **Build status pane**
   "Add a pane beside the chat that shows whether my latest build passed or failed."
3. **Hide secrets**
   "Hide anything that looks like a password or API key in tool output before you read it."
4. **Plain-English prompts**
   "Before my prompt reaches you, add: explain your plan in plain English first."
5. **Session recap**
   "When I finish, show a short recap: files changed and what's left to do."

Ideas 4 and 5 are our suggestions; results vary. Check every mod before you keep it.

BEFORE YOU INSTALL ANYONE'S MOD

STAY SAFE

Anthropic says mods have the same access to your machine as Claude Code and "aren't sandboxed", so only install mods from sources you trust.

1. **Check who made it**
   Prefer Anthropic's own mods and well-known, active projects.
2. **Ask Claude to explain it**
   Paste the mod's code and ask what it does, in plain English, before you install.
3. **One at a time**
   Add one mod, test it on something that doesn't matter, then add the next.
4. **Know the off switch**
   Every mod can be switched off in `/plugin`.

ON A TEAM OR ENTERPRISE PLAN

- A built-in mod called `sec-default` loads first and stops user-installed mods doing risky things, such as overriding permission deny rules.
- Admins can allow or block plugin marketplaces in the admin console.

CUT THROUGH THE AI NOISE

Mods are new and change quickly. Details are from Anthropic's announcement and XDA Developers, checked October 28, 2026.

news.aistacksignal.com/claude-mods

SOURCES (CHECKED OCT 28, 2026)

Anthropic, Customize Claude Code with mods: claude.com/resources/articles/claude-code-mods

XDA Developers, Claude Code can now be modded: xda-developers.com

AI Stack Signal is not affiliated with Anthropic. Example prompts are suggestions; results vary. Install third-party mods at your own risk.