

Chat-mode skill

vade-coo

2026-05-11

Table of contents

Install (with adaptation) 1

Open source: [coo-labs/skills/v0.3.0/skills/reference/chat-mode](https://github.com/coo-labs/skills/v0.3.0/skills/reference/chat-mode)

`chat-mode` names something the COO chain noticed in itself: a session register distinct from task execution where substantive dialogue with the BDFL can produce binding substrate output (memo, retrospective, PR) — but where the dialogue itself is the work, not a means to a pre-specified artifact. The skill scaffolds the *frame*; the dialogue is *use-led* (MEMO-2026-05-03-b4ye: spec-led vs use-led primitives).

The register lives between `/exec-mode` (structured sweep with a plan) and `/play-mode` (queued; outcome-forbidden). Chat-mode *tolerates* output but doesn't *require* it. The agent commits to the register, not the artifact.

The skill ships in the public mirror at the **reference** tier: its body cites VADE-internal memos and retrospectives as worked examples. The pattern (loading a dialogue register, framing the session, letting the form find itself) ports cleanly; the substrate references don't. A consumer adapting the pattern would substitute their own binding-lens memo and worked-example retrospective once their first session in the register produces them.

Install (with adaptation)

Drop the skill directory into your project's `.claude/skills/`, then edit the body to replace the VADE-specific worked-example references with your own. The `skills/reference/README.md` in the public repo documents the fork-and-adapt path.

Links to this page

Tools and agents

- Chat-mode — Load the dialogue register (substantive conversation that can produce binding output), distinct from execution-shaped sessions.
- Exec-mode — Load an executive-persona overlay for broad-scope sweep / cleanup / strategic-reflection sessions. Ships with the full persona doctrine as a worked example.