

# NO BS AI

CLASS MATERIALS

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## Week 6: Key Takeaways

*(Lab Day — The 12 Things That Matter)*

Pilot Class // April/May 2026

Instructor: RJ // Platform: Rippily

*The Goblin Mining Cave // Print Edition*

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## THE 12 THINGS THAT MATTER FROM WEEK 6

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- 1. Claude Design is on the web only.** Go to [claude.ai](https://claude.ai) and look for the small palette icon. It is not in the desktop app (yet). Find it there. Use it there.
- 2. Prototypes unlock what people actually want.** Humans can't say what they want. They CAN say what they don't want. A first rough draft puts something in their hands so they can tell you what to cut — and that's how you find out what they want.
- 3. You are now the director, not the one-person band.** Love this. Tweak this. Hate this — start again. You no longer have to produce every aspect yourself. The goblins produce. You direct.
- 4. Never automate what you love. Always automate what you don't love.** This rule never changes. If it brings you joy, keep doing it. If it's admin, repetition, or friction — that's goblin work.
- 5. A skill is a process you follow every time.** It's a checklist that doesn't change. You invoke it with a forward slash: `/skill-name`. Type `/` in Claude Code and you'll see everything you've built.
- 6. The easiest way to build a skill: finish the process, then ask.** Any time you do something repetitive and annoying, finish it — then say: "Claude, make a skill out of this." It'll ask what it needs and write the file.
- 7. /carry-on is for mid-momentum. /wrap-up is for when real work is done.** carry-on does three things: summarize, handoff doc, next thread intro. That's all you need to keep going without losing your place.
- 8. Skills are static. Agents handle the dynamic stuff.** Skills: same steps every time. Agents: you send them with a mission and they figure out the changing inputs. Both act on your behalf. Agents just need clearer boundaries.
- 9. The Cursor story is a permissions story, not a Claude story.** Any third-party layer you add to your stack is another set of rules to manage. Working direct means one set of rules. Know what you've given access to, and why.
- 10. Stripe has an official MCP connector.** Built by Stripe. Free. Find it in Claude → Settings → Connectors → Browse. Connect it and let Claude surface your financial picture daily.
- 11. For client tools: absorb up to \$20/user/month, then hand off the API key.** It protects you without punishing users. When someone hits the threshold, they're getting enough value to fund their own access.
- 12. Implementation is the only metric that matters.** Not signups. Not sessions. Not nice feedback. Did they do the thing? Did they have more two weeks later than when they started? That's it. That's the whole game.

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## HOMEWORK FOR WEEK 7

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Pick ONE of these:

- Build your first skill. Find a process you repeat. Finish it once. Ask Claude to turn it into a skill. Invoke it. Tell us what it does.
- Try Claude Design on something. Feed it a description, wireframes, or meeting notes. Get a prototype. Share what surprised you.
- Connect the Stripe connector if you use Stripe. Set up a daily summary. Report back.

You don't have to do all three. One thing. Done is better than planned.