Quick tutorial modding LE3.

Needed: ME3Tweaks → Tools → Legendary Explorer (Nightly),
Notepad++

Your main programs in the explorer will be Conditional-editor, PKG-editor, Sequence-editor, and Plot Database.

For the setup you're going to want to make a new file in Conditional editor.
All changes that you want to make to conditional functions, more on that later, go in here to prevent other mods from overwriting them. This also prevents the mod from accidently causing any permanent damage to the game.

Everything in the game is handled by functions. You can find more in-depth information from other sources. For now, only the conditional functions are of interest to us to change who can or can't be romanced or by whom.

All the functions in the game are handled by the Conditionals.cnd (Con) file. You can find the con file in the Mod-Resource folder of this tutorial or, in the case of Steam, in;
Steam\steamapps\common\Mass Effect Legendary Edition\Game\ME3\BioGame\CookedPCConsole.

For a clearer overview of the functions open the PlotDatabase.
 Check Addendum 1 for a quick rundown on that.

Open the Con file in the Conditional-editor, drag and drop.

Congratulations you're at the starting line and can now start modding.

Now It's a case of finding the right function, either by code or name, copying everything in the script editor (**including** the public function line), creating a new function in your Con file (with the same function id) and pasting it in the script editor. Now you're free to edit away.

That's it!
All you have to do now is ME3Tweaks→Tools→Generate new DLC and add you files to the new folder.

I've also added all the files, in Mod Resource, that I think need to be edited for cutscene's to play in order. There are two instances where multiple activate.

Good Luck Modding!