### SEDUCTION

Create Seductive Situations & Characters KWA Presentation by Chris Davies



## What are the important elements in creating a seduction?

- Every seduction has two elements: first the seducer and what is seductive about them; and second, the target and the actions that will penetrate their defenses. Both are equally important.
- The seductive process has 24 maneuvers and strategies that will instruct you on how to create a spell, break down people's resistance, give movement and force to your seduction, and induce surrender in your target.
- There are 9 types of seducers, plus the anti-seducer type
- Victims of a seduction, each of them missing something from their lives.

# Four Elements of Seduction

Seducer	Victim
Goal	Strategy

#### Nine Seducer Types





### The Siren (Female)

Seducer: The ultimate male fantasy figure who offers a total release from the limitations of his life. Cleopatra, Helen of Troy, Marilyn Monroe, Josephine Bonaparte	Victim: Strong and responsible males, rigid masculine types, i.e. soldiers, intellectuals, or heroes who want a respite from authority
Goal : Power	<ul> <li>Methods :</li> <li>1. Use physical lures</li> <li>2. Choose the right victim</li> <li>3. Create a need</li> <li>4. Confuse desire and reality</li> </ul>



### The Rake (Male)

Seducer: The female fantasy figure. In a world where men are too often distracted by masculine concerns, the Rake will go to the ends of the earth for her. He may be disloyal, dishonest, and amoral, but that only adds to his appeal. He usually has a reputation for female conquests.	Ideal Victim: Wives not receiving enough attention from their husbands, virgins longing for male attention. Crowds desiring to hear their desires expressed.
Goal : Physical gratification Power Adoration	<ol> <li>Methods :</li> <li>A master of seductive language (words are a woman's weakness).</li> <li>Appear to be an object of desire</li> <li>Master the art of the bold move</li> </ol>



### The Ideal Lover (Either M/F)

Seducer:	Ideal Victim:
The ideal lover is an artist at creating the illusions you	Anyone who has had their dreams shattered or worn
require, idealizing your life.	down by age. Disappointed people searching for their
He anticipates her needs.	youthful ideals.
Casanova was the most successful in history – he would	Those with definable longings.
meet a woman, study her, find out what was missing in her	Often artists, thinkers, leaders, spiritual figures who have
life, and provide it.	been crushed by world. They see themselves as greater
Rare in the modern world as he must focus intensely on the	than they outwardly appear.
other person.	
Goal :	Methods :
Power	1. Patience and attention to detail
Physical gratification	2. Create the perfect illusion
	3. Enter their spirit
	4. Make them feel elevated, lofty, spiritual and your
	power over them will be limitless.
	5. Disarm through strategic weakness.



### The Dandy (Either M/F)

Seducer: The Dandy excites us because he cannot be categorized and has a hint of freedom we want for ourselves. They play with masculinity & femininity. They fashion their own physical image which is always startling; they are mysterious and illusive. They appeal to the narcissism of each sex: to a woman they are psychologically female and to a man they are male. They stir repressed desires. Plays with gender but retains an edge of danger and cruelty. Rudolph Valentino Salome (Nietsche)	Ideal Victim: Woman who is thrilled by the ambiguity of a man who shared many of their own feminine traits, yet remained a man Female narcissists in love with the charm of their own sex. By showing them feminine charm, a man can mesmerize and disarm them leaving them vulnerable to a bold, masculine move.
<b>Goal :</b> A burning need to acquire originality within the apparent bounds of convention. A cult of oneself.	<ul> <li>Methods :</li> <li>1. Attention to detail</li> <li>2. Boldness</li> <li>3. Stir up the Transgressive and Taboo</li> <li>4. Using ambiguity to float back and forth between the male/female</li> <li>5. Create illusions</li> </ul>



### The Natural

Seducer:	Ideal Victim:
They use innocence and childlike charm to get their way. They are manipulators.	One who wants to recreate the qualities of childhood – spontaneity, sincerity
They return their victims to their "golden age" of childhood. They retain the natural charm and spirit of children while others have it drummed out by adult experience. They retain innocence, impishness, wonder, and spontaneity. They are "undefensive lovers" – important when running a seduction. Ex.: Charlie Chaplin Cora Pearl (Parisienne courtesan) Josephine Baker	and unpretentiousness. Someone who can protect us from the evils of the world, transport us back to our childhoods and make virtue out of weakness.
Goal :	Methods :
Power (overt strength is rarely seductive, but childlike vulnerability disarms the victim.)	<ol> <li>Neutralize people's natural defensiveness and infect them with helpless delight.</li> </ol>



### The Coquette (M/F)

The Seducer: The ability to delay satisfaction is the ultimate art of seduction. Coquettes are grand masters of this game, alternating between giving their victims hope and frustration. The are narcissistic and self-sufficient – they don't need you – there's the attraction. An easy conquest has lesser value. Napoleon v. Josephine Andy Warhol	<b>The Victim:</b> People who have the need to conquer or possess. Those whose vanity requires them to achieve what they want.
Goal:	<ol> <li>Method:</li> <li>Never grant total satisfaction</li> <li>Never give in, but allow oneself to be conquered.</li> <li>Make the target afraid that you the coquette is</li></ol>
To live lives of pleasure and find men who can best	losing interest. It appeals to their vanity. <li>Emotional space &amp; distance make the victim strain</li>
supply it.	to fill up the empty space with heat of their own.



### The Charmer

Seducer:	Victim:
Charm is seduction without sex. Charmers are master manipulators. A light touch is essential	Individuals or crowds. Often those who appear the most dour, are the ones most affected by the charmer
Goal: They make their victim dependent upon them by making them feel better about themselves. This enhances their power.	<ol> <li>Methods:</li> <li>They deflect attention away from themselves and focus it on their target</li> <li>They aim at people's primary weaknesses: vanity and self-esteem</li> <li>Make the target the center of attention. Empathize, appeal to specific desires, flatter insecurities.</li> <li>Be a source of pleasure – distract from the victim's problems</li> </ol>



### The Charismatic

Seducer: Has an inner quality of self-confidence, sexual energy, sense of purpose and contentment that most people lack and want. This quality radiates outward, making them seem extraordinary. They learn to heighten their charisma with fiery oratory, a piercing gaze or an air of mystery. They can seduce on a grand scale.	Victim: People generally like to be led. They are will join a cause led by a charismatic and feel more alive
Goal: Generally, power over many people.	<ul> <li>Methods:</li> <li>1. They often play on repressed sexuality.</li> <li>2. Their magnetic personalities are a source of their power.</li> <li>3. They are able to express a vision, often with smoothness of language that makes them stand out in a crowd.</li> <li>4. They have purpose, mystery, eloquence and theatricality</li> </ul>



### The Star

Seducer:	Victim:
They stand out from others through an appealing and distinctive style, feeding on the weakness of their public. They maintain an ethereal and mysterious presence which works on our subconscious. They are objects of fascination. They develop a type – a role that people want to play. Marlene Dietrich / JFK	Those looking for an escape from their ordinary and often harsh lives.
Goal: Wealth, power, conquests.	Method 1. They project an image and presence that allows others to dream of what their lives could be.



### The Anti-Seducer

Seducer: Characterized by their own insecurity, they will repel rather than seduce. If your character is insecure, you will want to remove that quality from your character or he/she will be incapable of seduction.	Victims: Those who are unaware may fall temporarily, but generally, it will not last.
Goals: The same as seducers, but without the tools to accomplish the goal	<ul> <li>Methods:</li> <li>1. They exhibit self-involvement, insecurity, lack of generosity, or be excessively judgmental.</li> <li>2. They lavish their victims with excessive praise</li> <li>3. They pay no attention to details</li> </ul>

#### 18 Victim of Seduction Types





- 1. The reformed rake or siren: Once seducers themselves, they feel the loss. Make them feel like they're in the game again. Make the rake burn with desire. Make the siren feel irresistible again. These people are unfaithful by nature and will yearn for the return of their power.
- 2. The disappointed dreamer: These people grew up with profound internal fantasy lives. Now they're grown up and they've been compromised. They long for grandiosity. They will respond to the romantic and the mysterious. Make them feel adventurous and audacious.



- **3.** The Pampered Royal: These people were spoiled as children. Most kids learn to entertain themselves this victim is looking for someone to entertain them. They are looking for a parental figure who will spoil them. Provide distractions, create mysteries give them spectacles and colors. Recognize this type by their snobbery and pretension.
- 4. The New Prude: Don't mistake puritanism for prudery. Prudes don't care about righteousness, but are obsessed by how others view them. They uphold societal standards and are judgmental and critical. They are excited by guilty pleasures. Easily seduced by Rakes and Sirens.



- 5. The Crushed Star: Once upon a time these victims were celebrated. Former beauties or athletes or rising stars in a company. They have fallen. The seducer will pander to their need for attention, fawning words and discussions of their past glory.
- 6. The Novice: They are innocent because they lack experience. They are attracted to those who seem like they have the most to teach, such as rogues, the promiscuous, and the wicked. To seduce them, mix innocence with corruption and make it fun.



**7. The Conqueror:** These victims yearn for power. They want to dominate and feed on aggression. They want to chase and they want victory. They are not easily seduced. Coquetry works best on them because it keeps them off-balance.

**8. The Exotic Fetishist:** These victims are obsessed by what's new. They are empty inside and don't like who they are. They think that happiness is far outside themselves. The seducer must appear exotic and make himself theater for their need for the new.



- **9.** The Drama Queen: Both men and women can be drama queens. Know the by the numerous tragedies and traumas in their lives. They want the pain and bother of drama – they will identify with it. They are not attracted to the stable and secure. Drama is necessary to alleviate their boredom. To seduce them, show them the rough side – it's the only thing they respect or desire.
- **10. The Professor:** They overanalyze everything. Their minds are overdeveloped, usually at the expense of their physicality. Underneath the intellectual strengths often lies deep insecurity. They want the physical without analysis or bars. Offer them an escape from the mind



11. The Beauty: Beauties know they're beautiful, it's the source off their power. They are often insecure about their other qualities. Beauties can feel isolated. To seduce, you must worship their bodies but also praise their other virtues, skills, principles, etc. Beauties are passive – coquetry works well. Beware, beauties are highmaintenance.

**12. The Aging Baby:** Some people never want to grow up. What works on a 20-something is tragic on a 40-something. They desperately want someone else to be the adult in their life. They want to be taken care of.



- **13. The Rescuer:** Sensitive people who genuinely like to help the sad and the weak. They enjoy playing the rescuer it strengthens their ego and makes them feel superior. To seduce a male rescuer, play the damsel in distress. To seduce the female rescuer, play the victim in a heartless world.
- **14. The Rogue:** They have lived the high life. They are exhausted and jaded and long for youth and innocence. To seduce them you will at least need to appear young. Claim to be inexperienced and they will be drawn to your innocence.



- **15. The Idol Worshiper:** Victims who feel empty on the inside. They will look for great causes or great people to adore and serve. To seduce them combine the seducer with the cause. Keep the seducer elevated, mirror the qualities that inspire them.
- **16. The Sensualist:** All people like pleasure, but sensualists have overactive senses and they demand to be fed. They are sensitive to light and color. They get thrills from scents or aromas and love the touch and texture of things. To seduce, aim for their senses and they will be distracted and vulnerable.



**17. The Lonely Leader:** Powerful people are often distrustful of others. The easily lose respect for others and feel isolated. Isolation is the key to their seduction. Talk to them as an equal, without flattery, and you will seem more genuine. They can be hard and arrogant but keep a way to stay active in their minds – they will enjoy the escape you provide.

**18. The Floating Gender:** These victims often feel that gender is a burden. They often go underground repressing one side and expressing the other. They seek someone who allows them to relax their self-control. If the seducer is not a Floating Gender, he will not have much success in enticing this victim.





#### 1. Choose the right victim.

Your target should be someone "for whom you can fill a void," Greene says. Don't try to get the most out of those who are too eager to please you, because they are usually looking to get something in return; instead, find those who give subtle hints, like shyness in your presence, that they are open to your influence.

#### 2. Create a false sense of security – approach indirectly

If you want to initiate a relationship with someone who would be of value to you, you risk forcing them to raise their guard if you approach them and immediately ask for something. Before making a proposal, reach out to them via a third party, or develop a neutral or friendly relationship before making it about business.

#### 3. Send mixed signals

Once you've got someone hooked, give yourself and air of mystery to keep that person's interest. Don't reveal too much about your background or your intentions.

#### 4. Appear to be an object of desire – Create triangles

Don't make a fool of yourself, but don't be humble when you're trying to win someone over. Show off your most important connections and successes.



#### 5. Create a need – stir anxiety and discontent.

People cannot be seduced if they're content. Sell yourself by illustrating ways in which the other party is lacking in some respect and then reveal how you can make up for that deficiency.

#### 6. Master the art of insinuation.

If you're too straightforward with people you're trying to influence, you may scare them away or even turn them against you. The best way to get people to work in your favor, Greene says, is by subtly dropping hints over time without revealing your true intentions. That way you can make your target think he or she is acting on his or her own initiative



#### 7. Enter their spirit.

If you're trying to change people's minds, first play by their rules. Begin by becoming a mirror, and they will open up to you.

#### 8. Use the power of words to sow confusion

If you are giving a presentation, for example, goad the audience onto your idea by telling them what they want to hear. Make your argument convincing by making it enjoyable.

#### 9. Pay attention to detail.

Entice your target by making painstaking decisions look effortless.

#### 10. Poeticise your presence.

You will not win people over if you're are a nagging constant in their lives. Associate yourself with enjoyable experiences so that your target misses you when you're gone.

#### 11. Keep them in suspense – What Comes Next?

The moment people think they know what to expect from you is when your hold over them is broken. Keep their interest in you with the occasional surprise.



#### 12. Use spiritual lures.

You run the risk of cheapening your words if they all lead to a singular goal, whether that be getting a job or selling a product. Supplement them with moral ideals that make your aim seem more important than it is.

#### 13. Mix pleasure with pain

Avoid being overly polite with your target, which can have the unintended consequence of making you seem insincere and insecure. Mix complimentary language with blunt, straightforward insight.

#### 14. Give them space to fall.

When the other side is on your side but has become used to you, re-create interest by taking a step back and having them chase you.

#### 15. Use physical lures.

Keep your target focused on you my making yourself as attractive as possible, dressing nicely, smiling, and speaking with confidence.



#### 16. Create Temptation.

Give the target a glimpse of the pleasures to come. You must awaken a desire that the target cannot control. Keep it vague. Dangle the prize before their eyes always postponing satisfaction.

#### 17. Disarm Through Strategic Weakness and Vulnerability

Too much maneuvering on the seducer's part may create suspicion. Always make the target feel superior and stronger. If the seducer effects weakness and vulnerability they will seem more natural. Establish sincerity and honesty, whether real or not.

#### 18. Confuse Desire and Reality

Your character should create illusion that they provide adventure, success or romance. Start slowly and construct a fantasy that matches the victim's desires.

#### 19. Isolate the Victim

An isolated person is weak. Isolation will make your victim vulnerable to your character's influence. It can be physical or emotional.



#### 20. Prove Yourself

If your victim is resisting, you have not gone far enough to remove their doubts. Do something to prove how far your character is willing to go to win them over.

#### 21. Effect a Regression

The seducer must take the victim back to a time their most deep-rooted pleasurable memories. Play the role of parent/protector or the reverse.

#### 22. Stir Up the Transgressive and Taboo

Your victim desires to explore their dark side. Give your seducer a cruel or sadistic streak. Once the target is victim to sin, it is difficult for them to stop. Take them further than they imagined.

#### 23. Master the Art of the Bold Move

Create conflict, tension and don't give the victim time to consider so that the bold move becomes a great release.

#### 24. Beware of the Aftereffects

Danger follows in the aftermath of a successful seduction. Emotions have reached a pitch – they can often swing in the opposite direction, toward indifference, distrust or disappointment. If the game is to go on, a second seduction may be in order.