

The Unique Skill of Persona Seduction

CR James | December 1, 2020

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A handwritten signature in black ink, appearing to be 'CR James', with a long, sweeping flourish extending to the right.

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When it comes to getting a woman turned on, there are multiple *styles* that a guy can use.

This report introduces a new *style* that we'll call **Persona Based Seduction**.

Before we get to it, let's briefly go over other styles.

Style #1: Romance-Based Seduction

This is based on doing romantic stuff so that she gets in the mood to make love.

Such romantic things include giving her flowers, taking her somewhere beautiful, making her feel special, giving her special loving-based gifts, etc.

Although some experts imply that romance-based methods are *the best way* to spark a woman's sexual desires, it's not true.

Some women respond best to a kinky/hardcore approach.

Some women respond best to a romantic approach.

Some women respond well to both approaches and other approaches.

When romance stuff 'appears' to work, it's really because of **how she feels about the guy + what he did**.

If it were really about the flowers and stiff, then any corn-bag off the street could give the lady the same flowers and she would peel her panties off just as fast.

Style #2: Signal-Based Seduction

I created this concept of *signal-based seduction* many years when I noticed that many so-called experts (read: THE OLD APPROACH) were ignoring key factors.

In other words:

The OLD APPROACH: Give her flowers and a backrub and then make love to her.

The NEW APPROACH (*signal-based seduction*), figure out if 'flowers and backrub' has a track record of getting her turned on.

That slight tweak in philosophy changes everything.

approaches that were being taught placed too much emphasis on the action and not enough (if any) emphasis on the resulting emotional/psychological effect of that action.

For example, guys would be instructed to perform a certain action (Example: “give her flowers and a backrub” to get her sexually aroused) as if that’s something that always works in every situation.

The reality is a woman has to perceive you a certain way.

Signal-based seduction assumes the following:

1. Women are unique (i.e. “One woman may find a joke funny where another woman wouldn’t.” One women might get turned on by flowers where another woman wouldn’t)
2. You must discover what impacts her.
3. How she feels about you (in the short-term) matters.
4. Some women need more ‘signals’ than others.
5. The woman need to perceive you a certain way in other for an “action” to have the right impact.
6. Smart guys consider the situation/environment (i.e. Some horny women are ok with having sex outdoors. Some horny women aren’t.)

Input	Output
Jane likes flowers. Chrissy likes flowers. Lisa doesn’t like flowers.	Kevin gives Jane roses and it has a strong impact on her.
Jane likes roses. Chrissy doesn’t like roses.	Mark gives Jane roses and it has zero impact on her.
Jane likes Kevin. Jane doesn’t like Mark.	

With this approach, the emphasis is on **the guy’s action + the preferences of the woman + who the guy is.**

The output should be logical.

...as logical as 3 birds + 4 birds = 7 birds.

If the output isn't logical, then there will be bad assumptions about the input.

I'll give a great real-life example.

When I first started obsessing over what makes a woman get horny, I would do something interesting... don't laugh. lol.... If she got horny and it seemed to come out of nowhere, I would try to figure out what she 'ate' that day.

At that time, I was only working with one dimension of input (food).

I know where the programming (read: bad programming) came from. It was simple, I was searching for "foods that make women horny" and similar search phrases so I keep reading billions of articles on "foods that make women horny".

While there may be something to that, it's no where near as great of a HIGH IMPACT INPUT than things like:

The guy's actions + the preferences of the woman + who the guy is.

Signal Sending starts with knowing that everything you "do" and "say" sends a signal that affects her **emotions** and **perceptions**.

When a woman gets horny it's because there were changes in her emotions and/or perceptions.

I'll say it one more time:

When a woman gets horny it's because there were changes in her emotions and/or perceptions.

(That will be the only time I'll say something twice in this report.)

That's important because the ONLY CORE WAY a guy can become more attractive to any woman (i.e. new girl, wife, ex-girlfriend, co-worker) is for her to have "different emotions" when she's around him and/or "different perceptions about him".

The signal sending approach is based on the LOGIC of human behavior.

Jenny touches the stove (action) → Gets burned (negative result) → She's conditioning/programmed to avoid the stove.

Jenny talks to Dave (action) → **He makes he feel good (positive result)** → he's conditioning/programmed to want to be around him.

Dave can also focus on both channels.

He can "do stuff and/or say stuff" to **make her feel good** when she's in his presence (affecting her emotions).

He can "do stuff and/or say stuff" to **make her see him in a better way** (affecting her perceptions).

Dave can also "stack" both channels.

He can "do stuff and/or say stuff" to **make her feel respected + admired + special** when she's in his presence (affecting her emotions).

He can "do stuff and/or say stuff" to **make her see him as smart + caring + good outlook on life + etc** (affecting her perceptions).

This is the basics. The '101' stuff...

This is what the Signal Sending style is all about...

Jenny talks to Dave (action) → **He makes he feel good (positive result) + He gets her to see him in a better way** → She's intensely conditioning/programmed to want to be around him.

There are two keys to succeeding with the Signal Sending style.

Key #1: It comes down to using the right signals that work for her.

I've said it before: The world's greatest seduction master is not a relationship expert with a PhD. It's not a best-selling sex author. It's not me.

It's actually you!... specifically, **your decision** to learn the right signals that work on your woman (...that creates the right emotions + the right perceptual themes + the right sensations) .

Key #2: It comes down to sustaining the right signal.

This is also known as *The Law of Sustaining Impact*.

When it comes to getting a woman turned on, there are three basic signal types: Emotions + Perceptions + Physical Sensations.

The real trigger (where all the magic happens) is sustaining the signal...

...as in sustaining the right emotions...and/or sustaining the right perceptions....and/or sustaining the right physical sensations.

The most basic example: If Sue loves kissing (a type of physical sensation), her lover could get her extremely turned on just by sustaining that signal.

In other words, instead of kissing her for **2 seconds** → He could kiss her passionately for **5 minutes (300 seconds)**.

Edward may discover that his wife loves to feel sexy. Instead of giving her one **"8 second long" sexy compliment** → He could make a series of comments: He could talk about a time when he first realized she was sexier than most women + He could point out the things about her that's sexy. He could do several things. He could basically sustain her **"feeling of sexiness" for 20 minutes**.

The decision to play the "sustaining game" is a game-changer.

With that said, that's the basics of Style #2.

Now, let's get to this new style.

Style #3: Persona-Based Seduction (New)

Recap:

Style #1: Romance Approach – Give flowers, dinners and stuff like that.

Style #2: Signals Approach – Focus on saying and doing things that create a perception-based and/or emotional impact.

With Style #3 (the Persona-Based approach), your intention is to behave a certain way for the short-term.

The idea is that men and women are often turned on by different "characters" (or "personas").

For example, a woman might get turned on by a "bad boy character".

Another woman might get turned on by an “intelligent guy character”.

A guy might get turned on by an “attractive/loyal/good-hearted” persona.

Another guy might get turned on by a co-worker who has a “naughty girl persona”.

With Persona-Based Seduction, you’re making the decision to slip into a “sexier character”.

It’s kind of like when a woman puts on lingerie.

Except in this case, the change is mental/behavioral....not visual.

With men, sexy personas tend to be generally effective.

With women, it’s often “non-sexual personas” that work the best.

The following list of personas are things that can test out.

They might work for your lady.

They might not.

The idea is to slip into one of these personas for a period of time and pay attention to how she responds to you.

Part 2: The 4 Personas

Persona #1: The Wise Hurdle Jumper

Character Formula: Overcame a big obstacle + Wisdom

Overcame a big obstacle + Wisdom: There are different ways to do this. One of the easiest ways is to tell a story of when you overcame an obstacle, then talk about the lesson you learned (and how it made you wiser/better).

If appropriate, you can tell a series of stories.

If you don't have a story (or a series of stories), then a great substitute is to find someone who overcame a big obstacle and then talk about how you identify with their story.

This works just as good.

For example, imagine a guy being on a first date with a woman and she tells him that her best friend believes in being sexually wild, kinky, and having as much sex as possible.

And then the date mentions that she now believes this the best approach.

If the guy is turned on by women who are in that sort of role, his date's comments about thinking that her friend is using the best approach is going to make her more appealing.

Even though his date never said that she took that approach before, in that moment she becomes the "sexually fun character" by identifying with the friend who was the "sexually fun character".

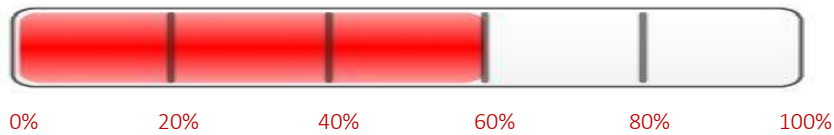
Important Note: When you slip into one of these personas, look for signs of her being slightly affectionate.

While, it's possible that one (or several) of these personas may work faster than you expect, it's best to remember the Law of Progress Bar. work perfectly in getting her to being slightly affectionate, but not quite (as an exclusive seduction method) for getting her from zero to super aroused.

Law of Progress Bar is a mindset law. It states instead of doing things with the goal of getting her from "zero to 100% sexually aroused", instead place a lot of

focus on doing a “series of things” (compliments + stories + something else + something else) with the goal of getting her to go from 0% to 20%.

Then focus on getting her to 40%.....then to 60%.....and so on.



Of course, if she ends up getting to 100%, treat that as a bonus.

With Persona Seduction, it’s possible that one of these 3 personas will get her to 100% quicker than you expected.

It’s happened with me several times. I’m sure it’s happened to you (and/or someone you knew).

Personal Seduction is constantly happening all over the world....and in many cases, the person doesn’t even realize why they are triggering a strong sexual response in the other person.

The next person gives clues to why “persona seduction” is so powerful....

Persona #2: The Evaluator Persona

Character Formula: Frame yourself as the guy who evaluates her

Frame yourself as the guy who evaluates her: With this, you'll want to trigger an **on/off campaign** of switching from praising her to playfully criticizing her.

As you may already know, “on/off structures” are hands down one of best ways to create impact in a woman, whether it’s making yourself (1) more attractive + (2) building sexual tension + (3) make sex great.

And those are the 3 pillars of success with women.

Every guy should know the concept of an “on/off structure” and then practice doing it. And finally, work on optimizing it.

If a guy doesn’t know about the concept, there’s a good chance he’s diminishing his

impact.

Examples of on/off structures:

>> A physical on/off example would be sex: *Penis Moving In → Penis Pulling Out → Penis Moving In → Penis Pulling Out*

>> An emotional on/off example would be the sexual tension that leads to make up sex: The woman goes from being angry with you to loving you again. *Anger → Love.*

>> A woman unknowingly getting herself to become more attracted to a guy by her own thoughts: *"He loves me" → "He loves me not" → "He loves me" → "He loves me not"*

There are endless examples.

With that said, this persona is based on a technique I created many years ago that worked great for me.

Years ago, I used to obsessively create "diary entries" every day....sometimes multiple times a day....I discovered this "on/off dynamic" and it blew me away.

I said it before, most of my biggest epiphanies are these moments where I'm blown away with a simple concept.

Based on that I created "the Good Girl Bad Girl game" which was the first technique I created that was fueled with a on/off structure.

But it gets better. Then there was a time when I analyzed success emails and noticed "the Good Girl Bad Girl game" being something that showed up very frequently that guys had success with.

My theory is that many guys were getting success with it without realizing what's driving the success (i.e. the insane power of the on/off structure). I think people loved it because it's fun. It's stealth (meaning, the woman starts to get more attracted to you without fully knowing why). The best part is it's soooooo easy to do.

Here are examples of "Good Girl messages". You would say this during a time when it makes sense (i.e. you told you about a recent accomplishment).

"Not bad!"

"I'm impressed!"

"Way to go!"

"Good Girl!"

"Wow! I'm giving you 20 bonus points for that"

Here are examples of "Bad Girl messages".

"Huh?"

"Why would you do that?"

"What were you thinking (laughing)?"

"You didn't seriously expect that to work?"

"One question....why?"

Btw, those are basic examples. You can try those out or use phrases that you think would work better for your lady.

In terms of the structure: You'll just simply go back and forth, mixing it up. You're not going to directly alternate (GG → BG → GG → BG) because it's best if it's based on the situation.

So in real life, it might look like:

GG.....GG.....BG.....GG!!.....BG.....BG.....GG.....BG.....GG!!.....BG...etc.

Another reason why it works so well for guys is because a lot of guys are like me where they are generally 'good guys' who treat women (and people) with respect.

That often leads to guys naturally flooding out 100% of GG Messages.

Then from there, you got a group of guys who have some sort of philosophy that makes it so that send out 100% of BG Messages.

Both groups end up getting results with the GG/BG structure.

Over the years, I've switched to about 70% GG and 30% BG, but what ratio works best for you has a lot to do with your personality and/or the woman.

As long as you're not doing 0% of GG Messages.

Here's something that happens (and not talks about it). There are many women who are with guys who send 100% GG messages and then the next guy (who seems amazing) sends 100% BG messages... But over time, that eventually gets old.

Persona #3: The Unique Playful Persona

Character Formula: Playful + Unique/Rare Guy + Get Respects from Others

Playful/Funny: With this one, you'll want to be humorous. Tell jokes. Tease her. Smile a lot as if life is a big fun game that you're addicting to playing.

Unique/Rare Guy: The reason why you want to blend being the rare guy with being playful is because it can often create this feeling that she's in the presence of something special.

It increases the impact.

It's like watching two standup comedians. One is a basic comedian with a style that you've seen a zillion times. The other has a unique style. Now obviously, they both are sending the message that they're playful and have a sense of humor, but the unique comedian has a greater impact on you. The brain assigns more value to things that are rare/unique.

Get Respects From Others: Anytime, you send the message that you get respect from others, it's going to have a strong impact on a woman...however....in this case, it provides a good balance for the playful/funny element.

Closing Remarks

The idea of this report is to 'try on' different personas and see how women react to them.

If you end up trying out one of these personas and you notice that your lady ends up becoming affectionate or sexually aroused, that's great. But don't stop there.

That's not the main goal of this report.

The main goal of this report – the bigger lesson -- is to try and create new personas (not listed in this report) and to become 'aware' of one of your 'natural personas' that seemed to be 'sexier' to women.

We all have many personas. We all have a 'sexier' side of us that is appealing to women. While it's possible that one of these personas will be the 'sexiest persona' you've ever tried on, it's also possible that none of these personas compete with one of your current personas.

If you have any questions, let me know.

Take care!

Warmest
Regards,
CR James

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