Build One

Rage- To go Super Saiyan, fury bonuses are thematically appropriate.

Discipline of the Crane- Flight, instantaneous transmission, revival, this track is full of super Saiyan flavor.

Discipline of the Dragon- Either Careful sun or the indomitable saiyan, or reckless moon for an untouchable saiyan. Saiyans are fearless, and keep fighting at 100% or higher when they are taking a beating.

Build Two

Dervish- Turn super Sayian, and unleash your super speed.

Path of Ancestors- More initiative, Faster healing, And immunity to damage, this screams front line fighter.

Acrobatic Adept- Sayians are fantastic at dodging melee attacks, mainly because if they are hit they must spend the next thirty minutes gliding through mountains.

\*Take a feat or item that grants flight.

\*\*Both would need to have at least two weapons. Ki Blast [Distant 1] [Elemental- Electricity] [Parrying] & Martial Arts [Brutal 3] or [Brutal 2] [Magnum]