Out of Context: Saiyan Supplement

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This document can be used as a supplement in any Jump that would not otherwise have Saiyans within its continuity.

By taking this Supplement you have chosen to be a Saiyan and you will enter into that continuity as a Drop-In by crash landing in your Saiyan Pod which damages both your Scouter and the Pod leaving you only with Saiyan Armor for clothing. Your power level is at least 50 though this may increase depending on the Perks you take.
As a Saiyan you are visibly similar to a Human, with the exception of your monkey-like tail.

+1000 CP

If this is used as a supplement for another Jump you do not get a stipend meaning you will need to gain **CP** from the Jump Document or Drawbacks.

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Origin:

The Saiyan Army employs various ranks within their society, these positions are chosen at birth by estimating what their adult power level would be though these estimations are not always correct.
With that being the case, what is your social standing in the Saiyan class structure?

Low-Class:

Saiyans whose estimated adult power level at birth was below 1,500 are ranked as Low-Class. Almost all Saiyans are Low-Class warriors with most of them acting as soldiers, grunts and cooks.

Mid-Class:

Saiyans whose estimated adult power level at birth was between 1,500 to 5,000 are ranked as Mid-Class Saiyan Warriors.
A minority of Saiyans are Mid-Class warriors, they tend to take positions of authority within the Saiyan Military.

Elite:

Saiyans whose estimated adult power level at birth was over 5,000 are ranked as Elite Saiyan Warriors, however most Elite inherit their position with a Power Level too low to be true Elites. Very few Saiyans are able to become Elite Warriors with nearly all Elite Saiyans being members of Nobility or the Royal Family.

Perks:

Appetite - Free
As a Saiyans you gain an insatiable appetite. While in your base form this lets you eat great amounts with you only feeling full after eating enough to fill your great ape forms stomach, your body can store and metabolise this food without discomfort or it being externally visible.

Hair - Free
As a pure-blooded Saiyan your hair does not change from the day you were born with the exceptions of beards and moustaches.

Lifespan - Free
Your lifespan as a Saiyan is about the same as an average Earthling however you will not age the same way as Humans.
Saiyans have spurt growth phases that allow them to keep their peak health, performance and appearance much longer than Humans with a Saiyan at the age of 80 being visibly unchanged from when they were young.

Strength - Free
Thanks to the high gravity of planet Vegeta, your strength is far greater than that of Earthlings, making you capable of lifting ten times your own body weight even without using KI.

Durability - Free
Due to the conditions of planet Vegeta you are remarkably resilient both internally and externally allowing you to survive extreme temperatures and gravitational pressures making you far more capable of surviving dangerous environments than humans even without using KI.
Also without using KI you are capable of being hit by small calibre bullets, low yield explosives and sharpened blades with the only wounds to your body being bruises, slight burns and shallow cuts.

Agility - Free
You have much faster reflexes than an average Human even without using KI you are able to catch mundane arrows, flies and if you focus even low calibre bullets.

Tail - Free
As a Saiyan you were born with a monkey-like tail that is very prehensile and can be used to grasp things as if it were an extra hand.
This tail also allows you to transform into a Great Ape when you look at a full moon.
If your tail is squeezed, it causes you an extremely painful and unpleasant sensation that causes most Saiyans to lose their strength entirely, but this weakness can be removed by rigorous training of the tail to strengthen it and to tolerate being squeezed.
If a saiyan’s tail is removed, it can grow back in stressful situations such as if the Saiyan is in danger unless the tail wound has been scared closed.

Senses - Free
You have a more powerful sense of touch and hearing than humans and gain a very keen sense of smell similar to that of a dog's.

Innate KI - Free
As a Saiyan you have a natural affinity for controlling Ki energy, making you able to manipulate your Ki subconsciously however without practice or training this will only allow you to use it in basic ways.

Zenkai Boost - Free
Whenever you recover from a near fatal injury your innate power increases substantially.
The faster you heal from the sustained damage the faster your power level goes up

Saiyan Origin - Free (Cannot be taken with "Half-Saiyan")
In Future Jumps you can use this narrative perk to set your entry into the Jump Setting as if you were a Saiyan using this Suppliment.

Ki Comprehension -100 CP
You can learn to mimic any energy technique you observe but at a lesser degree.
With training and practice you can improve it to match and surpass the original.

Alternative Saiyan -100 CP [Incompatible with Origin Exclusive Drawbacks]
For each purchase you can gain an additional Alt-Form of another Breed or Species of Saiyan examples of this are the drawback Saiyan options **Universe 6 Saiyan**, **Primitive Saiyan** and **Corrupted Saiyan** but these forms do not have the penalties of the drawbacks.

Saiya Power -200 CP
Using this you passively recover faster and increase your combat performance by learning while you fight.
This increases your physical might, instinctual methods, natural resistance and efficiency to noticeably improve as you battle making prolonged battles more beneficial to you.

Godly Ki -400 CP
You have gained a small amount of the exceptionally pure and nourishing Ki that is used by divine beings, this makes your Ki impossible to sense by beings in possession of only mortal Ki.
Through training you may eventually be able to convert all your Ki to God Ki and unlock the Mythical Super Saiyan God form.

Legendary -600 CP
You have gained an enhanced form that changes your appearance as it visually enhances your muscle mass and height. With this structural change it produces an enormous increase to your strength without impairing your speed or ability to move.
This form can be easily stacked on top of any other form with any form that uses the Legendary attribute adding a green tint to its Ki and Aura.

Low-Class Perk Tree:

Patience -100 CP (Free for Low-Class)
You are able to retain interest in any activities you want to continue doing, this allows you to keep repeating the same monotonous task for a long period of time without getting bored. Through this you are able to easily handle isolation and inactivity in order to dedicate long periods of time to one thing without any difficulty, procrastinations or discomfort.

Spirit Absorption -200 CP (Discounted for Low-Class)
Whenever you are given energy or are able to take control of the energy of others such as Ki attacks you are able to incorporate it into yourself in order to temporarily become far stronger.

Martial Arts -400 CP (Discounted for Low-Class)
You have been taught a form of martial arts similar to the Turtle and Crane school letting you push your strength beyond your power level as you have gained the knowledge and principles of fighting.
Through this you have learned the art of fighting both with and without weapons, how to sense the energy of other beings, how to produce a basic form of Ki blast, how to produce a more complex wave of Ki and how to project your Ki in order to fly.

Godly Ki Booster: Godly Arts
Your martial art is no longer a mortal art and instead you have learned the arts of the gods. You have learned how to sense Godly ki, how to Ki for Telekinesis, how to use Ki for Telepathy, how to create a Ki Shield, how to Heal others using your Ki and how to perform a form of Ki teleportation similar to instant transmission or the Kai Kai.

Super Saiyan -600 CP (Discounted for Low-Class)
You now possess a large number of S-Cells within your body which allow you to become a **Pseudo Super Saiyan**, a powerful but incomplete transformation that gives you a large power increase with a Red and Golden Aura.
With practice and training you will eventually be able to reach the **Super Saiyan** form which will grant you a 50x Boost to your power and can be pushed even further, even when **Super Saiyan** is unlocked you will still be able to use the **Pseudo Super Saiyan** form.

Legendary Booster: Legendary Super Saiyan
You are now able to use both the regular and the **Legendary** variant of **Super Saiyan**.
While in the **Legendary Super Saiyan** form your body will produce and build up a limitless amount of unstable Ki which you can explosively release for powerful attacks but should too much unstable Ki build up in your body it could cause internal explosions.

Spirit Absorption Booster: Spirit Bomb Super Saiyan
You have learned an alternate version of the **Super Saiyan** form that is similar to the **Genki Dama**. This form allows you to passively borrow energy from all life, which increases your power, slowly regenerates your body and produces a Ki aura harmful to those that touch it.

Mid-Class Perk Tree:

Persistence -100 CP (Free for Mid-Class)
You can keep coming up with creative solutions that allow you to keep trying to solve a problem with different ideas without getting frustrated as you are able to learn which solutions solve which parts of the problem.
Using this you can quickly adapt to changes in your environment allowing you to better handle danger, and emotional stress helping you to make long term plans, then follow them without fail and if needed quickly alter the plan if things go wrong.

Rage Boost -200 CP (Discounted for Mid-Class)
Through forced outbursts of rage you can temporarily draw out any untapped potential dramatically increasing your power and concentrating it into a single chain of attacks.

Dormant Power -400 CP (Discounted for Mid-Class)
You have a vast internal reserve of untapped potential that you can draw out through zenkais and training, this untapped potential passively grows through time and self care.

Godly Ki Booster: Godly Power:
Your Godly Ki now restores and regenerates both your active and untapped potential at an incredible rate.
This means that you have no maximum limit on your power as you will never weaken through inaction or lack of training and that this method of growth never becomes ineffective.

Wrathful Saiyan -600 CP (Discounted for Mid-Class)
No matter the damage you are always able to Forcefully regrow your tail, what's more you are able to transform into the **Great Ape** form without a moon while always remaining in control of it.
With time and practice you will be able to enter the **Ikari** state and go into the stages beyond it.

Legendary Booster: Legendary Wrathful Saiyan
You have the ability to rapidly grow while in the midst of combat with a stronger opponent, you quickly eliminate the gap in power between the two of you and are able to push even further in order to surpass their strength.
What this means is that through instinctive adaptation you quickly improve your fighting skills and battle tactics, replicating and incorporating your enemy's techniques, methods and tactics, while growing in raw power at an accelerated rate.

Rage Boost Booster: Wrathful Boost
You have learned how to incorporate your rage into your **Ikari** transformation, evolving the form so that it can constantly pull out your untapped potential, heightening your body’s strength, durability and Ki density.
Visibly this form extends your hair making it a dark grey colour and makes your irises red though this form can be pushed further to become a true **Beast**.

Elite Perk Tree:

Pride -100 CP (Free for Elite)
You can brute force your way through any continuous related issue in order to retain control over yourself, through this you can resist any mental conditioning or mind control so that it can't affect who you are and what lines you are willing to cross.

Corrupting Force -200 CP (Discounted for Elite)
Your Ki aura can now replicate a small amount of the power of the original Evil Saiyan, allowing you to loosen the mental restraints of those who come into contact with it.
This loosens their inhibitions and allows them to commit actions they honestly want to take but would normally prevent themself from making.
This also Increases their loyalty to you but is not likely to convert your enemies into allies.

Forced Stress -400 CP (Discounted for Elite)
You are able to force your body into feeling pain and stress as if you were fatally wounded by an opponent forcing your Zenkai boost to activate in order to rapidly grow your power.

Godly Ki Booster: Godly Stress:
You are now not as limited to the pain and stress you can force your body to feel.
This perk allows you to force yourself to feel emotional/spiritual pain and stress which can cause your body to discover new powers and abilities.

Evil Saiyan -600 CP (Discounted for Elite)
This allows you to gain the ability to internally utilise **Evil Aura**, although this is not a true transformation it will allow you to survive in the vacuum of space and increase your muscle mass by a considerable degree, while likewise proportionally increasing your height to cause no reduction in your speed or agility.
With time and training you can learn the **Evil Saiyan** transformation causing an even more noticeable increase in height and muscle mass while giving you sterner and more defined eyes. It also gives you wilder hair that reaches down to your knees with a single forehead lock of hair.

Legendary Booster: Legendary Evil Saiyan
You can now generate a thicker Ki aura which can be manipulated in order to create solid limbs such as floating hands or a tail.
These limbs can act either independently from your body or replace any lost limbs allowing you to retain any of the original's supernatural functions.

Corrupting Force Booster: Corrupting Evil
Your Evil Aura is now able to possess and corrupt those without enough willpower to resist, forcefully transforming them into a Berserk state that internally utilises Evil Aura.
Although while in this state they will act only on instincts they will obediently follow your commands.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

Saiyan Armor - Free

The Armor is as durable as steel yet extremely stretchy being able to be worn by saiyans while changing between their regular and **Great Ape** forms without having any tearing issues.
You may choose to have any set of Saiyan Armor that a Saiyan of your class would be permitted to wear including the Full Battle Armor, the RIT Battle Armor, the Chest Plate Battle Armor, the Modern Battle Armor, the Universe 6 Battle Armor and the planet Sadala variant. These suits of Battle Armor come in a colour scheme of your choice.
If destroyed, a new set of Battle Armor in the same style and colour scheme will appear in front of you after one week.

Broken Scouter - Free

This Scouter is supposed to be a wearable, all-purpose computer that is mainly used to measure power levels however this Scouter was broken in the landing.
You may have any make and model of Scouter including the full visor and helmet variants.

Broken Saiyan Pod - Free

This Round Spaceship is used by Saiyans as vehicles purely for transportation purposes, as it contains a fuel-efficient faster-than-light drive, an interplanetary transport system and a suspended animation system that minimises the resources needed to keep the passengers alive.
It is used to send unconscious Saiyans to distant locations, with the intention that they conquer the planet.
Although these ships have exceptionally strong armour, which normally allows them to not be crushed or outright destroyed upon landing this Pod had a malfunction in the landing protocol causing it to be badly damaged in the landing.
You may have any make and model of Saiyan pod in a colour scheme of your choice and with any additional decals you wish.

Drawbacks:

Half-Saiyan +100 CP
You are no longer a Drop-In or a Full-Blooded Saiyan, you are instead Half-Human and will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Saiyan Saga +200 CP
Normally you would be the only Saiyan within this continuity, however with this drawback a group of three Saiyans, one of each class are going to invade your planet in a year with the intention of decimating the population and selling it off.

A True Saiyan +200 CP
It seems this body has had an effect on your mind making your mindset closer to that of a Saiyans heightens your aggression and giving you a powerful battle lust.

Universe 6 Saiyan +300 CP [Exclusive to Low-Class]
You are no longer the species of Saiyan from Universe 7 and instead are from Universe 6.
Your race has a much shorter stature and far slimer build than the Saiyans of Universe 7.
Because of this you are no longer able to take perks from the **Mid-Class** Perk tree or the **Elite** Perk tree as you lose the **Tail** Perk that is required for the **Great Ape** form and you lack the darkness required to become an **Evil Saiyan**.

Primitive Saiyan +300 CP [Exclusive to Mid-Class]
You are no longer the same species of Saiyan Known from Age 761 and are instead a member of the long forgotten ancestor race of the Saiyans found on planet Sadala.
Your race has slightly more muscle mass than modern Saiyans with your eyebrows becoming ridge-like, with no visible facial hair.
You are no longer able to take perks from the **Low-Class** Perk tree or the **Elite** Perk tree as your race has not yet evolved the S-Cells required for the **Super Saiyan** form and the darkness required to become an **Evil Saiyan** has not yet formed in the Primitive Saiyans heart.

Corrupted Saiyan +300 CP [Exclusive to Elite]
You are no longer the same species of Saiyan Known from the mortal realm and are instead a member of the lost race of the Saiyans found in the demon realm.
Unlike mortal realm Saiyans, your race's veins tend to bulge out around their body and your eyes have a black shadow trim around them.
This race is no longer able to take perks from the **Low-Class** Perk tree or the **Mid-Class** Perk tree as they no longer have the righteousness required to unlock the **Super Saiyan** form and have evolved to no longer have the **Tail** Perk as you cannot react to the moon light which was absent in the demon realm causing the race to be incapable of turning into the **Great Ape** form.

Planet of the Apes +200 CP/+400 CP/+600 CP/+1000 CP
Normally there would be no other Saiyan's within this continuity, however with each purchase of this drawback, a new planet full of Saiyans will appear within your galactic sector.
For **+200 CP** only an **Unnamed Planet** will appear.
For **+400 CP** both the **Unnamed Planet** and **Planet Vegeta** will appear.
For **+600 CP** the **Unnamed Planet**, **Planet Vegeta** and **Planet Sadala** will appear.
For **+1000 CP** the **Unnamed Planet**, **Planet Vegeta**, **Planet Sadala** and **Planet Vampa** will appear.

1. The **Unnamed Planet** contains a Primitive race of Saiyan without any technology or methods of surviving in space on their own, however should aliens exist in this continuity even those you dont know of within range of this planet the Primitive Saiyans will be guaranteed to get their hands on it and start their invasion of the rest of the galaxy.
   These Primitive Saiyans will all have access to the **Mid-Class** Perk Tree gaining the Perks **Persistence** and **Wrathful Saiyan** for Free and the leader of this race will have all of the **Mid-Class** Perks.

2. **Planet Vegeta** will be a merger of both Planet Vegeta one week before its destruction at the hands of Frieza from GT's continuity and Super's continuity gaining the best of both. Thanks to all of their advanced technology including space pods they will have no difficulty in invading other worlds.
   All of the Saiyans on this Planet will have access to the **Low-Class** Perk Tree gaining the Perks **Patience** and **Super Saiyan** for Free and the leader of this race King Vegeta will have all of the **Low-Class** Perks.

3. **Planet Sadala** will be identical to when Cumber ruled the world but without any pure hearted Saiyans. Thanks to this race's control over Evil Ki and primitive space equipment they will be able to travel space under their own power reaching other planets notably slower than a Saiyan pod.
   All of these Saiyans will all have access to the **Elite** Perk Tree gaining the Perks **Pride** and **Evil Saiyan** for Free and the leader of this race Cumber will have all of the **Elite** Perks.

4. **Planet Vampa** unlike the other planets this world will only have one Saiyan Inhabitant **Broly** however this **Broly** will be a hybrid of every version of him from every continuity he will have every **Perk** in this Document and he will be completely insane, he will no longer care about Kakarot but instead his madness will be targeting you.

Generic Drawbacks:

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sort out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 CP
Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings +100 CP
You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP
Once you start this jump you will lose all of your knowledge of the Amalgam universe and all its continuity's.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook +100 CP
You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP
You are honorbound and will always do things in an honourable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconvenients +100 CP
Small issues will constantly occur causing minor discomforts for you.

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Friends from beyond your dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP
There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 CP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded +200 CP
You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity +200 CP
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.
It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Selective Amnesia +200 CP
Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 CP
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Living in Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

The Importance of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys +400 CP
All items gained from other jumpchains will not be able to be imported into this jump.

Friendly problems +400 CP
All companions, followers, and pets are barred from this jump.

Mortal +400 CP
All of your perks are all disabled for the duration of this jump.

Boss Rush +600 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

Combined Forms:

Each of the Saiyan transformations can be used at the same time allowing the forms to work together.

Stacked Forms:

Stacking transformations is the easiest way to use multiple forms at once but is less powerful than merging forms.

These are the 3 stacked combinations of capstone forms and an example of Super Saiyan being stacked with Super Saiyan God.

Super Saiyan + Wrathful Saiyan = Wrathful Super Saiyan

Super Saiyan + Evil Saiyan = Evil Super Saiyan

Wrathful Saiyan + Evil Saiyan = Evil Wrathful Saiyan

Super Saiyan God + Super Saiyan = Super Saiyan Blue

Merged Forms:

Merging transformations is a difficult but powerful way of combining transformations as they are able to be pushed further into additional forms and grades.

These are the 3 merged combinations of capstone forms, with the stage beyond that and the Super Saiyan form being merged with the Super Saiyan God form.

Super Saiyan + Wrathful Saiyan = Golden Great Ape/Super Saiyan 4

Super Saiyan + Evil Saiyan = Supreme Saiyan/Infernal Saiyan

Wrathful Saiyan + Evil Saiyan = Goliath Great Ape/Primevil Saiyan

Super Saiyan God + Super Saiyan = Super Saiyan Rosé