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**Range**: {{ moves[4].Range }}

**Effect**: {{ moves[4].SpecialEffect}}

**{%- if moves[4].Contest -%}Contest Effects**: {%- endif %}{{ moves[4].Contest }}

{{ moves[4].Frequency }}

{{ moves[4].MoveCategory }}

**AC** {{ moves[4].AC }}

**{{ moves[4].Name }}**  
{{ moves[4].Type }}

{{ moves[4].Damage }}

{{ moves[3].Frequency }}

{{ moves[3].MoveCategory }}

**AC** {{ moves[3].AC }}

**Range**: {{ moves[3].Range }}

**Effect**: {{ moves[3].SpecialEffect}}

**{%- if moves[3].Contest -%}Contest Effects**: {%- endif %}{{ moves[3].Contest }}

**{{ moves[3].Name }}**  
{{ moves[3].Type }}

{{ moves[3].Damage }}

**Range**: {{ moves[2].Range }}

**Effect**: {{ moves[2].SpecialEffect}}

**{%- if moves[2].Contest -%}Contest Effects**: {%- endif %}{{ moves[2].Contest }}

{{ moves[2].Frequency }}

{{ moves[2].MoveCategory }}

**AC** {{ moves[2].AC }}

**{{ moves[2].Name }}**  
{{ moves[2].Type }}

{{ moves[2].Damage }}

{{ moves[1].Frequency }}

{{ moves[1].MoveCategory }}

**AC** {{ moves[1].AC }}

**{{ moves[1].Name }}**  
{{ moves[1].Type }}

{{ moves[1].Damage }}

**{%- if moves[1].Range -%}Range**: {%- endif %}{{ moves[1].Range }}

**Effect**: {{ moves[1].SpecialEffect}}

**{%- if moves[1].Contest -%}Contest Effects**: {%- endif %}{{ moves[1].Contest }}

**Range**: {{ moves[0].Range }}

**Effect**: {{ moves[0].SpecialEffect}}

**{%- if moves[0].Contest -%}Contest Effects**: {%- endif %}{{ moves[0].Contest }}

{{ moves[0].Frequency }}

{{ moves[0].MoveCategory }}

**AC** {{ moves[0].AC }}

**{{ moves[0].Name }}**  
{{ moves[0].Type }}

{{ moves[0].Damage }}

**{{ moves[3].CharacterName }}**

**{{ moves[4].CharacterName }}**

**{{ moves[2].CharacterName }}**

**{{ moves[1].CharacterName }}**

**{{ moves[0].CharacterName }}**