

Achieving Ellie and Abby Full Upgrades in The Last of Us Part II Remastered

Mapping the Path to Maximum Power

When you sit down for a no damage run on Grounded+ difficulty in The Last of Us Part II Remastered, every scrap of resource counts. You learn fast that the difference between surviving a clicker encounter and eating pavement is often a single upgrade tier. I have spent dozens of hours chasing that elusive state of ellie and abby full upgrades, and I want to share what that journey actually looks like when you are playing for keeps on 4K ultra gameplay settings.

Why the Upgrade System Matters More Than Ever

The Remastered version tightens the screws on an already punishing game. Grounded+ difficulty means enemies see you from further away, their damage output is brutal, and supplies are scarce. On a no damage run, you cannot afford to trade blows. Every holster upgrade that shaves a fraction of a second off your draw speed, every backpack upgrade that lets you carry one more health pack, becomes a life-or-death proposition. The upgrade system here is not just a menu to fill; it is the scaffolding that supports your entire playstyle.

Ellie Williams and Abby Anderson share similar skill trees, but their upgrade paths diverge in key ways. Ellie relies more on stealth and improvisation, while Abby leans into heavy melee and raw power. Understanding those differences is the first step toward planning your resource allocation across the whole story. I have found that chasing [ellie and abby full upgrades](#) forces you to make hard choices about which supplements and training manuals to spend first, because you will not find everything in one playthrough unless you know exactly where to look.

The Pillars of a Complete Arsenal

To get both characters to their maximum potential, you need to focus on four main areas: the workbench upgrade for weapons, the skill tree for abilities, the holster upgrade for faster access, and the health upgrade that lets you survive one more hit. Each of these feeds into the others. A faster draw is useless if you cannot aim, and a bigger health bar does not help if you run out of ammo because you skipped a weapon upgrade.

Workbench and Weapon Upgrades

The workbench is where you turn raw materials into real power. In Seattle, you find workbenches scattered through every chapter, but they are not all equal. Some offer only basic modifications, while later benches let you add scopes, silencers, and even full-auto receivers.

For a no damage run, I always prioritize the silencer first. It lets you thin out patrols without alerting the whole block. After that, the armor-piercing rounds upgrade is a close second, especially against the Seraphites who wear helmets. The weapon upgrade path for Abby mirrors Ellie's in cost, but her heavier weapons like the hunting pistol benefit more from stability upgrades.

Skill Trees and Training Manuals

The skill tree for each character branches into three main trunks: survival, stealth, and combat. Training manuals are the key to unlocking higher tiers. You find them in the world, often tucked inside safe rooms or behind locked doors. The supplement items you pick up grant skill points, but the training manuals themselves are what let you spend those points on the top-level abilities. For Ellie, the "Crafting Upgrade" that lets you craft smoke bombs and stun bombs while moving is a game-changer. For Abby, the "Precision" tree gives her the ability to hold her breath longer, which makes those long-range shots against WLF patrols much safer. If you want Ellie and Abby full upgrades, you have to comb every corner of Seattle and Jackson Hole for these manuals. I have missed a few on earlier runs, and the difference in survivability is stark.

Holster and Backpack Upgrades

Holster upgrades reduce the time it takes to swap weapons. On *Grounded+*, that half-second can mean the difference between landing a headshot and eating a bullet. The backpack upgrade increases your inventory slots, which lets you carry more ammo types and healing items. In the later chapters, when you face waves of infected and human enemies back to back, having that extra slot for a health pack or a makeshift shiv is huge. I usually grab the holster upgrade as soon as I find a workbench that offers it, even if it means delaying a weapon upgrade. The payoff in fluidity is immediate.



Where to Find the Critical Resources

Some resources are easy to overlook. Supplements are often hidden in the environment, not just in obvious loot containers. I have found them on desks, inside lockers, and even on the bodies of dead enemies. Training manuals are almost always tied to story progression or hidden in optional rooms. For example, the manual that unlocks the "Crafting Upgrade" for Ellie is in a safe in the bank on day 1. If you rush through that section, you miss it. For Abby, the manual that unlocks her "Heavy Melee" finisher is in the gymnasium at the stadium in day 1 of her story. These details matter when you are planning a no damage run with all collectibles, because each missed manual means a weaker character at the final confrontation.

The chronological mode in the Remastered version helps a lot. It lets you play the entire story in order, which means you can track your upgrade progress more clearly. I have used it to map out exactly which upgrades I have and which ones I still need before the big fights. It is a small quality-of-life feature, but for someone aiming for a perfect run, it is invaluable.

Trade-Offs and Practical Judgment

No upgrade path is perfect. You have to make choices. Early in the game, I usually invest in health upgrades first, because on Grounded+ even a single stray bullet can end a run. But that means I delay weapon upgrades, which makes the early encounters take longer. There is a real tension there. Similarly, Abby's skill tree has a node that increases melee damage but reduces your dodge speed. If you are fighting the Rat King, that trade-off is worth it. Against the WLF soldiers who shoot in bursts, it might get you killed. The best players learn to read the situation

and respect their points when they reach a workbench that allows it. For a full upgrades run, you want to avoid those trade-offs entirely by collecting every supplement and manual you can. But that takes time and exposes you to more danger. It is a classic risk-reward loop, and it is what makes the game so replayable.

I remember my first attempt at a grounded run. I thought I could wing it, and I died about fifteen times in the first hour. That is when I realized that the upgrade system is not just a side activity. It is the core of the difficulty curve. Once I started treating every supplement like gold and every training manual like a treasure map, my success rate shot up. By the time I reached the Jackson Hole chapter with Abby, I had a fully upgraded skill tree and a holster that let me swap weapons instantly. That is when the game finally felt manageable.

Final Thoughts on the Grind

Getting Ellie and Abby full upgrades is not something you stumble into. It requires deliberate play, careful exploration, and a willingness to backtrack if you miss something. But the payoff is real. When you walk into the final fight with both characters at their peak, every shot counts, every dodge is crisp, and you feel like you have earned the victory. The 4K ultra gameplay visuals only make it sweeter, because you see every detail of the work you put in. If you are going for a no damage run with all collectibles, treat the upgrade system as your co-pilot. It will carry you through the worst that Seattle and Jackson Hole can throw at you.