

The Path to Max Power: A Guide to Ellie and Abby Full Upgrades in The Last of Us Part II Remastered

When I first loaded up The Last of Us Part II Remastered on my 4K display, I knew I wanted to push the game as far as it would go. Grounded+ difficulty was the obvious choice, but what really set the tone was deciding from the start that this would be a no damage run. That kind of run is impossible without planning your resources, and the backbone of that plan is understanding the upgrade system. Every skill, every weapon mod, every holster and backpack expansion feeds into how you survive. In this article, I will walk through what it takes to achieve ellie and abby full upgrades, and why chasing every last supplement and training manual matters more than you might think.

Why Full Upgrades Matter on Grounded+

Grounded+ is not kind. Enemies spot you faster, they flank harder, and one stray bullet can end a run. In a no damage run, you cannot afford to leave anything on the table. Every point in the skill tree, every workbench upgrade, every health and crafting upgrade shifts the odds in your favor. Without them, you are basically playing with one hand tied behind your back. That is why I made the pursuit of ellie and abby full upgrades my primary goal before I even took on the first encounter in Seattle. It changes how you approach every fight, every stealth section, every desperate scramble for resources.

The Two Skill Trees: Ellie and Abby

The game splits its upgrade system into two separate tracks. Ellie Williams has her own set of skills and weapon upgrades, and Abby Anderson has hers. They do not share progress. So if you want to max out both characters, you have to treat them as independent projects. The supplement economy is tight, and training manuals are scattered across the map. You cannot afford to waste a single one.

Ellie's tree leans into stealth and agility. You want the dodge skill early, because on Grounded+ you need every way to avoid taking damage. The prone movement speed upgrade is also critical for staying low and crossing open ground. Abby's tree, on the other hand, rewards aggression. Her melee upgrades and the ability to break enemy holds let you handle close quarters without eating a hit. Knowing which skills to prioritize for each character is the difference between clearing a room clean and getting clipped by a bullet.

Supplements and Training Manuals

Supplements are the currency for the skill tree. You find them in desks, drawers, and on bodies throughout Seattle and Jackson Hole. In my all collectibles run, I made sure to grab every single one, because even a few extra points can unlock a key ability earlier. Training manuals are rarer. They unlock entire branches of the skill tree, like the ability to craft better items or improve your listening mode. If you miss a manual in one chapter, you cannot go back for it later unless you replay that chapter. That is why a chronological mode playthrough, where you experience the story in order but still have access to all chapters, helps you plan your route for maximum efficiency.

Weapon Upgrades and Workbench Upgrades

Beyond the skill tree, there is the workbench. Each character has their own set of weapons, and each weapon can be upgraded with parts you find in the world. A fully upgraded pistol with a silencer and a better scope is a completely different tool than the stock version. In a no damage run, you rely on stealth kills and clean shots, so weapon stability and range matter. I always upgrade the hunting pistol for Ellie and the rifle for Abby first, because those are the weapons I use most in the early encounters.

The workbench upgrade for the holster is also non-negotiable. It lets you swap weapons faster, and in a game where a second of hesitation means getting hit, that speed is invaluable. The backpack upgrade gives you more inventory space, which means more medkits, more ammo, and more crafted items. On Grounded+, you cannot have too many supplies. The crafting upgrade reduces the cost of making items, so you get more bang for your scarce resources. Every one of these upgrades feeds into the same goal: keeping your health bar full and your damage count at zero.

Health and Crafting Upgrades

Health upgrades do not just increase your max HP. They also affect how much damage you can absorb before your screen goes red. In a no damage run, you are not supposed to take any hits, but the reality is that even the best players sometimes miss a dodge. A larger health pool gives you a tiny buffer. More importantly, health upgrades in The Last of Us Part II Remastered are tied to finding health pills, which are another collectible you need to hunt down. The same goes for crafting upgrades. You find crafting manuals that let you make better medkits, more effective smoke bombs, and flashbangs that actually blind enemies long enough for you to reposition. These are not optional. They are mandatory for survival.

I remember one encounter in the hospital basement in Seattle where I had to use three smoke bombs just to cross a hallway. Without the crafting upgrade that doubles the duration of smoke, I would have been spotted and shot. That kind of moment is why you chase every

upgrade. It is not about being overpowered. It is about having the tools to execute your plan without taking damage.



Holster and Backpack Upgrades

The holster upgrade deserves its own paragraph because it changes how you handle combat. With the basic holster, switching weapons is slow. You have to hold the button, watch the animation, and pray no one shoots you while you are fumbling. With the upgraded holster, the swap is nearly instant. That lets you go from a silenced pistol to a shotgun in a split second when a stalker rushes you. The backpack upgrade, meanwhile, is about resource management. You find more ammo and crafting materials than you can carry with the standard pack. Upgrading the backpack means you can hoard more of everything, which is crucial when you are trying to avoid using medkits and ammo inefficiently.

In my all collectibles run, I also picked up every piece of concept art and every coin, but the real prize was always the next upgrade part. The game rewards thorough exploration, and that exploration is what lets you achieve [ellie and abby full upgrades](#) by the time you reach the final encounters in Jackson Hole. It is a satisfying feeling to walk into the last fight knowing your skill tree is maxed, your weapons are fully modded, and your holster and backpack are as good as they can be.

Practical Tips for the Full Upgrade Run

If you are attempting a no damage run on Grounded+ and want to max out both characters, here is what I learned the hard way:

- Plan your chapter order using chronological mode so you never miss a training manual. Some manuals appear only in specific chapters, and if you skip them, you lock yourself out of upgrades.
- Prioritize supplements over weapon parts in the early game. The skill tree gives you survivability, while weapon upgrades mainly improve your offense. You can survive with a stock weapon longer than you can survive without dodge or prone movement.
- Always check every desk, every drawer, every dead body. Supplements and parts are easy to overlook, and every single one counts.
- Use the workbench as soon as you have enough parts. Do not wait. The earlier you upgrade, the more use you get out of it.
- Remember that Ellie and Abby have separate inventories. If you find a supplement as Ellie, it does not help Abby. Treat each character's upgrade path as its own journey.

These tips came from dozens of hours of trial and error. The first time I tried Grounded+, I missed half the training manuals and ended up stuck in a late-game encounter without the crafting upgrades I needed. I had to restart the entire run. That is why I am so adamant about the importance of the upgrade system. It is not just a nice bonus. It is the foundation of any successful no damage run.

Final Thoughts on the Upgrade System

The Last of Us Part II Remastered is a game that rewards patience and planning. The upgrade system is deep enough that you can tailor each character to your playstyle, but on Grounded+ you need everything. There is no room for specialization when one mistake ends the run. You need the best holster, the best backpack, the best health upgrades, and the best crafting upgrades. You need every skill in the tree and every mod on your weapons. Pursuing Ellie and Abby full upgrades is not just about completionism. It is about giving yourself the best possible chance to survive in a world that punishes every misstep.

When you finally unlock that last skill, install that last weapon part, and hear the sound of a fully upgraded holster click into place, you know you are ready. That is the moment you can step into the next encounter with confidence, knowing you have done everything the game allows to stack the odds in your favor. And on Grounded+, with a no damage goal, that confidence is the only thing that keeps you going.