Leveling up:

1. Check if your proficiency bonus changed (lv 5, 9, 13, 17… +1)
2. Check if you have new abilities
   1. May gain new class feature
   2. May gain abilities scores
      1. Add to rolled number not modifier
      2. Check if modifier increased
3. Add 1 Hit Die to Hit Dice
4. Roll that Hit Die add constitution mod, and add to old Hit Points. This is your new HP total