Blender Hotkeys

Universal Hotkeys
View:
zoom: mouse wheel   (or ctrl + alt + LMB or NUM + / -)
move: shift + MMB
rotate: MMB
center scene: home
center selection: NUM .

Rendering:
render: F12   (renders camera view)
save image: F3

Object Mode (composing)
undo: ctrl + z
redo: ctrl + y
undo menu: alt + u
add object: space -> 'Add' -> ...   (use it in top or front view)
boolean tools: w
toggle between Object Mode and Edit Mode: TAB

Edit Mode (editing)
main menu: space
specials menu: w
undo: u
redo: shift + u

select all/deselct all: a
lasso select: ctrl + LMB
border select: b   (LMB: select, RMB: deselect)

grab and move: g
scale: s
rotate: r
delete: x

extrude: e   (with selected faces)
subdivide: w -> 'subdivide'   (with selected edges or a face)
merge: alt + m   (with selected vertices)

set smooth: w -> 'set smooth'   (with selected faces)
set solid: w -> 'set solid'   (with selected faces)

convert quads to triangles: ctrl + t   (with selected faces)
convert triangles to quads: alt + j   (with selected faces)
flip edge: ctrl + f   (with selected faces)
fill hole: shift + f   (with selected edges of the hole)

mirror: m

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Mac Users:
LMB: the mouse button (default)
RMB: Apple (aka Command) key + the mouse button
MMB: Option (Alt) key + the mouse button

Glossary:
RMB: right mouse button
LMB: left mouse button
MMB: middle mouse button
NUM: numeric keypad

Links:
Complete Blender Hotkey Reference:
http://download.blender.org/documentation/BlenderHotkeyReference.pdf