Here are my suggestions for Races (based on [Pathfinder](http://paizo.com/pathfinderRPG/prd/races.html) and adapted for NWN2):

All races: Favored Class (Any)

Dwarf changes:

+2 Constitution, +2 Wisdom, –2 Charisma (all subraces are equal mechanically, differing for RP)

Elf changes:

Llewyrr replace Star Elves (Painted Elves removed)

+2 Dexterity, +2 Intelligence, –2 Constitution (all subraces are equal mechanically, differing for RP)

Keen Senses: Elves receive a +2 racial bonus on Spot/Listen skill checks (replaces current broken version)

Gnome changes:

One subrace, "Gnome" (no need to call them rock gnomes, rest are removed)

+2 Constitution, +2 Charisma, –2 Strength

Half-Elf changes:

+2 Charisma

Halfling changes:

+2 Dexterity, +2 Charisma, –2 Strength (all subraces are equal mechanically, differing for RP)

Human changes:

+2 Constitution

Half-Orc: Removed.

Planetouched: Removed.

Yuant-Ti: Removed.

Gray Orc: Removed.