

I presume that most members of RPG.SE are only familiar with a limited amount of tabletop RPGs to such an extent that they can reliably answer questions that require system knowledge. This is why we have system-related tags: if you want to ask about optimization in D&D 5e, you put the related tag and people who know D&D 5e rules well may see the tag and help you. If I see such a tag, I will most likely not even bother reading the question, because I don't know D&D at all, I only play Classic World Of Darkness. The odds are very high that such a question is, like most D&D questions, actually about rules-heavy mechanics that I don't know at all.

One who searches through questions and plays 5e, conversely, may easily find valuable decisions by that tag.

Tags are out there to help people in searching for questions and answers easier. And there are a lot of questions where system being used is completely irrelephant, because the author is not asking about anything related to the rules that this system uses or details of the related setting, and rather addresses a metagame, social, general GM-techniques problem, which does not require any system knowledge to be solved. In fact, one may not know any system at all and still be able to solve such a problem. The only reason why they put system-related tags, such as [tag:pathfinder], is that they are playing it right now.

For example, these three questions:

- [How can I GM a deal with the devil without a law degree and without reducing it to just a roll?](<http://rpg.stackexchange.com/questions/83740/how-can-i-gm-a-deal-with-the-devil-without-a-law-degree-and-without-reducing-it>) — a lot of fantasy settings offer players the ability of contracting with devils, thus the problem is related. Top two answers don't mention Pathfinder mechanics at all, and third best answer may be adapted to pretty much any system with ease (if we forget that it contradicts the original intent of the OP, he asked not to reduce the idea to simple rolls).

- [What can I do when I accidentally gave out an overpowered item?](<http://rpg.stackexchange.com/questions/67284/what-can-i-do-when-i-accidentally-gave-out-an-overpowered-item>) — any system that has items or any other power-ups at all may have this problem if GM gives away something too powerful. Of course, it may be more or less important, but still. The only mentions of Pathfinder are level of the party (which may be just shortened to “low-level party”) and the name of the artifact, which is not important at all, as it may just be called a “top-level thingie”. No answer is *based* on any mechanics.

[How can I keep everyone involved in social / “role playing” scenes?](<http://rpg.stackexchange.com/questions/86306/how-can-i-keep-everyone-involved-in-social-role-playing-scenes>) — any system that may have both social and combat-oriented charactes may suffer from this problem. The top answer analyzes why is D&D flawing their gameplay, but this answer is still useful for anyone who doesn't know anything about D&D, and any other system is more than very likely to also have the same issue.

We come to the main counter-argument against my course of thinking: generalizing questions too much may attract too general answers that don't help the OP, and neither actually help anyone, because the answer may be too general. However, OP is not the only

person benefiting from the question: many others who read it later also are. And I have a decision anyway.

****Don't actually change anything in how the question is answered.**** If a question is not heavily based on rules or setting of a particular game and is dedicated to a metagame problem, mark it with `[tag:system-agnostic]` *****in addition to existing system tags*****, but don't make it a reason not to give system-specific answers. This tag should sometimes mean that content may be helpful for any other system, but not that one may give answers unrelated to OP's situation. It's main use would be to easily find tips for inexperienced players and GMs. Sometimes it may be discovered that it is worth adding that tag after a lot of answers were already provided and OP had chosen one as a solution.

Yes, in such cases it is possible that the author will benefit from system-specific mechanical solution. But one may notice that they mostly don't take the the top positions, occupied mainly with the metagame-based solutions.

Multiple purposes of `[tag:system-agnostic]` were well described in [this question](<http://meta.rpg.stackexchange.com/questions/3024/does-the-system-agnostic-tag-conflict-with-system-specific-tags>), in this case the intend is "to indicate a deep question" or "to invite non-rules discussion".

Again — this way we both keep answers on-topic and suggest some posts worth reading even for players of other systems.