6. The computer-implemented method of claim 1, wherein the first set of policies is identified based on a network address associated with the first entity.

7. The computer-implemented method of claim 1, wherein the transaction relates to at least one of trust management, fraud and disputes, underwriting, data routing, policy enforcement, or member services.

8. The computer-implemented method of claim 1, wherein the first set of policies is generated from a policy document received in relation to the first entity.

9. The computer-implemented method of claim 8, wherein the policy document received in relation to the first entity comprises a smart contract.

10. The computer-implemented method of claim 1, wherein the first set of policies includes at least an interaction algorithm.

11. A blockchain node server comprising:

a processor, and

a computer readable medium coupled to the processor, the computer readable medium comprising code for causing the processor to:

receive, from a first entity associated with a first blockchain network, a request to conduct a transaction via a virtual environment;

identify a first set of policies associated with the first entity;

determine, based on the first set of polices, a second entity associated with a second blockchain network with which to conduct the transaction;

identify a second set of policies associated with the second entity; and

facilitate the transaction between the first entity and the second entity using the first set of policies and the second set of policies.