

A person's face is partially visible in the upper right corner, looking towards the camera. The rest of the face is hidden behind a large, dark, textured mask that covers the lower and middle portions of the frame. The mask has a grainy, leather-like texture. The background is dark, and there are two horizontal lines of small, light-colored stars, one above and one below the word 'Face'.

**Faith in the
Face
Of Opposition**

Acts 4:1-12

Stay obedient to God's will



Honor all people, love the brotherhood, fear God,
honor the king. - (1 Peter 2:17)



**Stay obedient
to God's will**

Pray for boldness

Prayed God's will be
accomplished

Prayed for boldness to
preach God's word



**Stay obedient
to God's will**

Pray for boldness

With all prayer and petition pray at all times in the Spirit, and with this in view, be on the alert with all perseverance and petition for all the saints, and *pray* on my behalf, that utterance may be given to me in the opening of my mouth, to make known with boldness the mystery of the gospel, for which I am an ambassador in chains; that in *proclaiming* it I may speak boldly, as I ought to speak. - (Eph. 6:18-20)

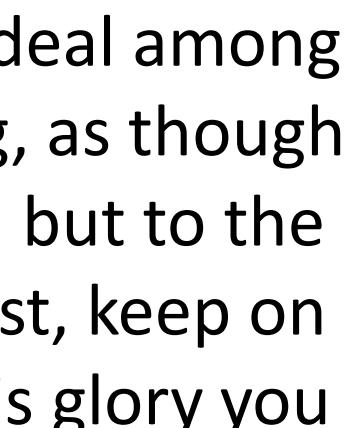


**Stay obedient
to God's will**

Pray for boldness

**Rejoice that we
suffer for Jesus**





Beloved, do not be surprised at the fiery ordeal among you, which comes upon you for your testing, as though some strange thing were happening to you; but to the degree that you share the sufferings of Christ, keep on rejoicing, so that also at the revelation of His glory you may rejoice with exultation. If you are reviled for the name of Christ, you are blessed, because the Spirit of glory and of God rests on you. Make sure that none of you suffers as a murderer, or thief, or evildoer, or a troublesome meddler; but if *anyone suffers* as a Christian, he is not to be ashamed, but is to glorify God in this name. - (1 Peter 4:12-16)



**Stay obedient
to God's will**

Pray for boldness

**Rejoice that we
suffer for Jesus**

**Keep sharing
the gospel**

