

Lifestyle Evangelism is . . .

. . . To Speak Law & Gospel (Part4).

Too often, when one speaks about the Gospel, it is said that the Gospel is the fact that Jesus died for our sins. And of course, even though not stated, it is implied that Jesus did not stay dead. We do not worship a dead God, but a living God. Jesus died and rose from the dead. And that fact is the Gospel, the “Good News,” but if we stop there, then we miss proclaiming all the Gospel in all its sweetness and in all its truth and purity.

The fullness of the Gospel can only be appreciated when we understand its completeness. The completeness of the Gospel goes way beyond the matter of Jesus’ death. Yes, the purpose for Jesus’ coming into the world was to give His life for ours, but not only did He come to die, He also came to live.

The Law requires certain things from us. We can do none of the things required by the Law. The fullness of the Gospel is seen in the Truth, that Jesus did everything for us that we are unable to do. Because we are unable to keep the Law perfectly, Jesus obeyed the Law perfectly, for us. Because we are unable to keep from doing the things we are not supposed to be doing, Jesus resisted all temptations to commit the sins of commission. Because we are unable to do the things which we should be doing, Jesus did all them for us, thereby removing our sins of omission.

The fullness of the Gospel is that Jesus is our substitute. He lived, and then by faith, He gave His life for ours. When we are judged, God will look at us and see Jesus’ life of perfection, and by faith, it will be counted as ours. At the same time, when God looked at Jesus, instead of seeing His perfection, He saw our sins, which Jesus freely took upon Himself in order to pay the price for those sins on the cross.

It is by faith, which is also a gift from God, that we are able to take hold of all God’s good gifts and blessings and make them ours. The fullness of the Gospel is understood only as we understand that by faith Jesus’ life is my life.