



## One Friend Away Week 2

### BIG IDEA

Most people are one friend away from a different **future**.

And you might be the one friend away from changing someone else's.

We live in a world of likes and followers... But we're starving for **sharpening**.

Surface-level interaction has replaced soul-level investment.

*Many people are quietly wondering: "Does anyone really see me?"*

And what if the answer to that prayer is sitting in your **seat**?

### DAVID'S STORY: THREE FRIENDS WHO CHANGED HIS DESTINY

#### SAMUEL – The Friend Who Sees Potential

**1 Samuel 16** Samuel anoints David when everyone else overlooks him.

Samuel believed in David before David was **king**.

Encouragement isn't flattery.

It's prophetic **vision**.

A Samuel says: "I see leadership in you." "I see growth in you." "I see God working in you."

**You might be one sentence away from changing someone's confidence.**

#### JONATHAN – The Friend Who Strengthens Faith

**1 Samuel 23** David is hiding, exhausted, hunted.

Jonathan helps David find strength in **God**.

He didn't remove David's circumstances. He reinforced his **faith**.

Real friends don't just validate emotion. They strengthen conviction.

Ask yourself: When people leave my presence, are they spiritually stronger?

## **NATHAN – The Friend Who Tells the Truth**

**2 Samuel 12** Nathan confronts David with courage and love.

*"You are the man."*

**Truth without love is harsh. Love without truth is hollow.**

**Proverbs 27:17** Iron sharpens iron.

Sharpening requires **friction**.

**A Nathan risks discomfort to protect someone's future.**

Before we could ever be a Samuel, Jonathan, or Nathan...

Jesus was that friend to us.

**John 15:13** "Greater love has no one than this: to lay down one's life for one's friends." He didn't just say He loved us.

He laid down His **life**.

You cannot strengthen someone spiritually if you are spiritually empty.

"Lord, I'm not enough unless You come."

We don't move forward from hype. We move forward from His **presence**.